TAKE YOUR GAME FURTHER™ BRADYGAMES®

KONAMI®

SILENT HILL® 2

OFFICIAL STRATEGY GUIDE

by Dan Birlew

Covers PlayStation®2 Entertainment System

This game has received the following rating from the ESRB:

MATURE M ESRB

BLOCKBUSTER®

ARE YOU GAME ENOUGH?®

Strongly recommended that adults review contents before sharing with children.

DETAILED MAPS!
GAME SECRETS REVEALED!
POSTER INSIDE!

SILENT HILL®
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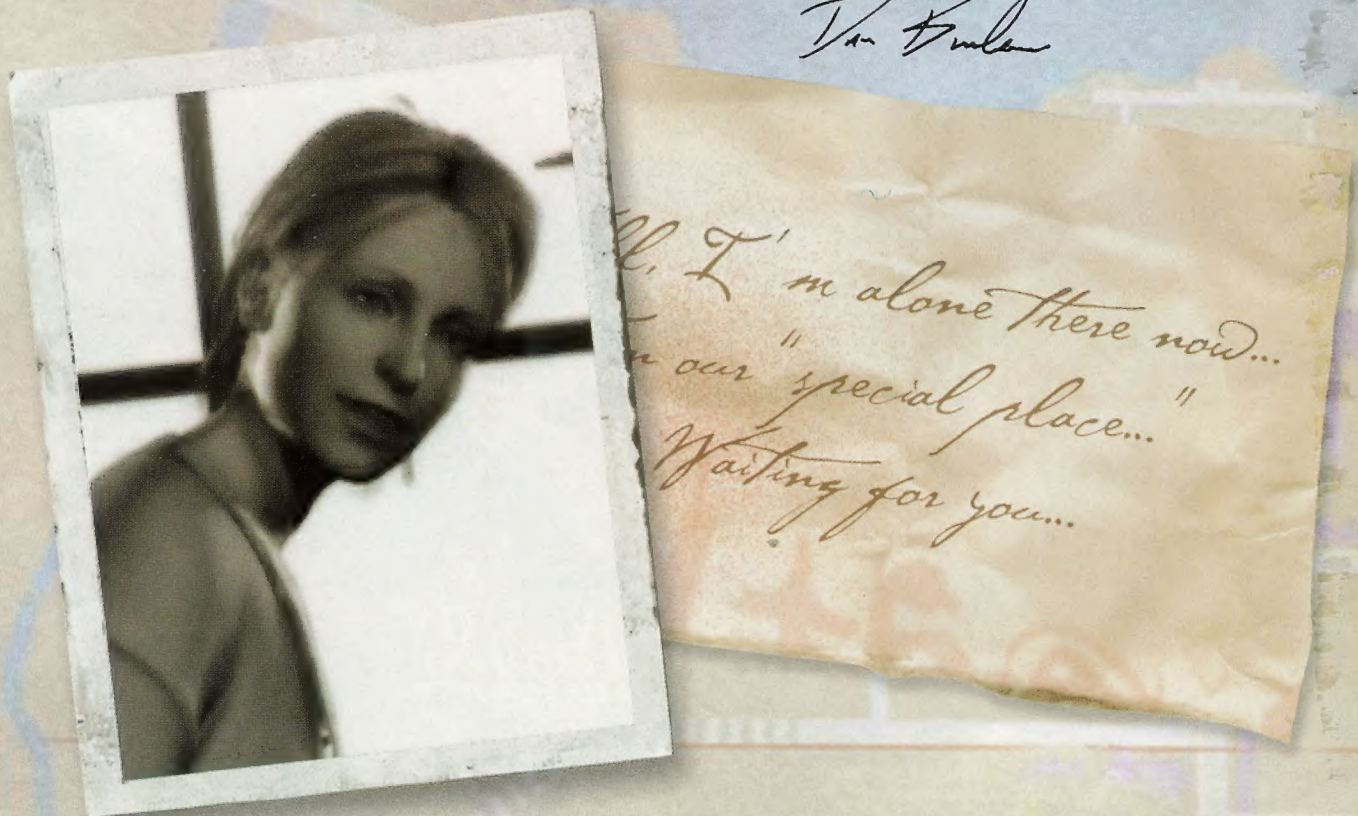
Introduction

I've always been happier with a video game when the story is just as satisfying as the game play and graphics. A balance of all three is something quite difficult to achieve, especially when the developers are programming and modeling in 3D. All games face the danger of becoming staid or flat during the very tedious technical development process. Incorporating a unique story into a game takes much more than planning and good scripting; it also requires an extreme amount of talent.

Considering all these factors, I believe that Konami's burgeoning Silent Hill series is quite possibly the deepest and most satisfying horror experience on the market today. I am hard pressed to think of any film or novel that captures one tenth of the creepy atmosphere and unbearable tension found in these titles. Nor have I seen any other attempt to incorporate surreal elements into a game that's half as successful as Silent Hill and Silent Hill 2. Akihiko Imamura and staff have succeeded on so many levels that it is truly amazing. Not only is the story deep and challenging to the mind, but the game play is original and more realistic than what one normally finds.

The character is a human in very supernatural circumstances. If James Sunderland were a superhuman combat vet, the situation would hardly be as frightening, as believable, or as intense. His adventure is quite possibly the closest that any of us can get to actually walking into a situation one might find in a Stephen King novel. Due to this perfectly planned combination of classic horror elements, Silent Hill and Silent Hill 2 are more like interactive works of art than mere games. I believe that the entire game development community has a new standard to which to rise, and I look forward to future entries in this amazing series of games.



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THE BOOK OF SORROWS

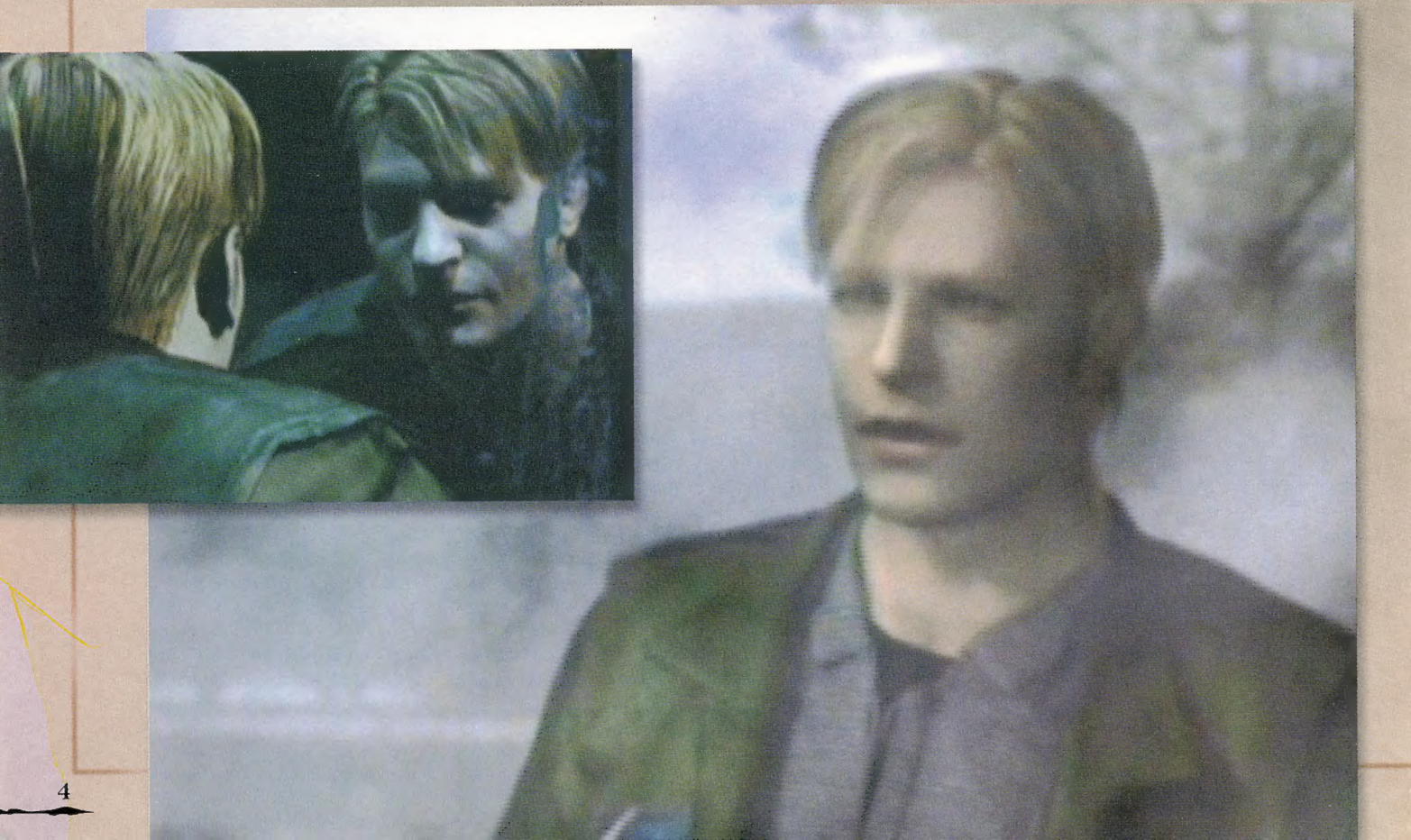
Contained herein are those whom have been drawn to the sleepy town of Silent Hill for one reason or another. Their separate lives shall merge together as these characters find their fates intertwined in a series of bizarre events.

James Sunderland and Mary Sheperd-Sunderland

James was a proud and loving husband. Three years ago, that changed when his beloved wife Mary was stricken with a rare and fatal disease. Although his darling was ill, she still longed to return to their favorite vacation spot in the sleepy little town named Silent Hill. But the disease consumed her quickly, and there was never a chance.

James has spent much of his time since then trying to recuperate and forget the past, just as most people would expect of a grieving husband. But something inside him won't let go. The person he loved so deeply is gone forever, and for James there may never be a way to move on.

But now, James has received a letter. On the outside is simply written, "Mary." The message chills James to the very core, for it seems to be written in Mary's own handwriting.



In my restless dreams,
I see that town.

Silent Hill.

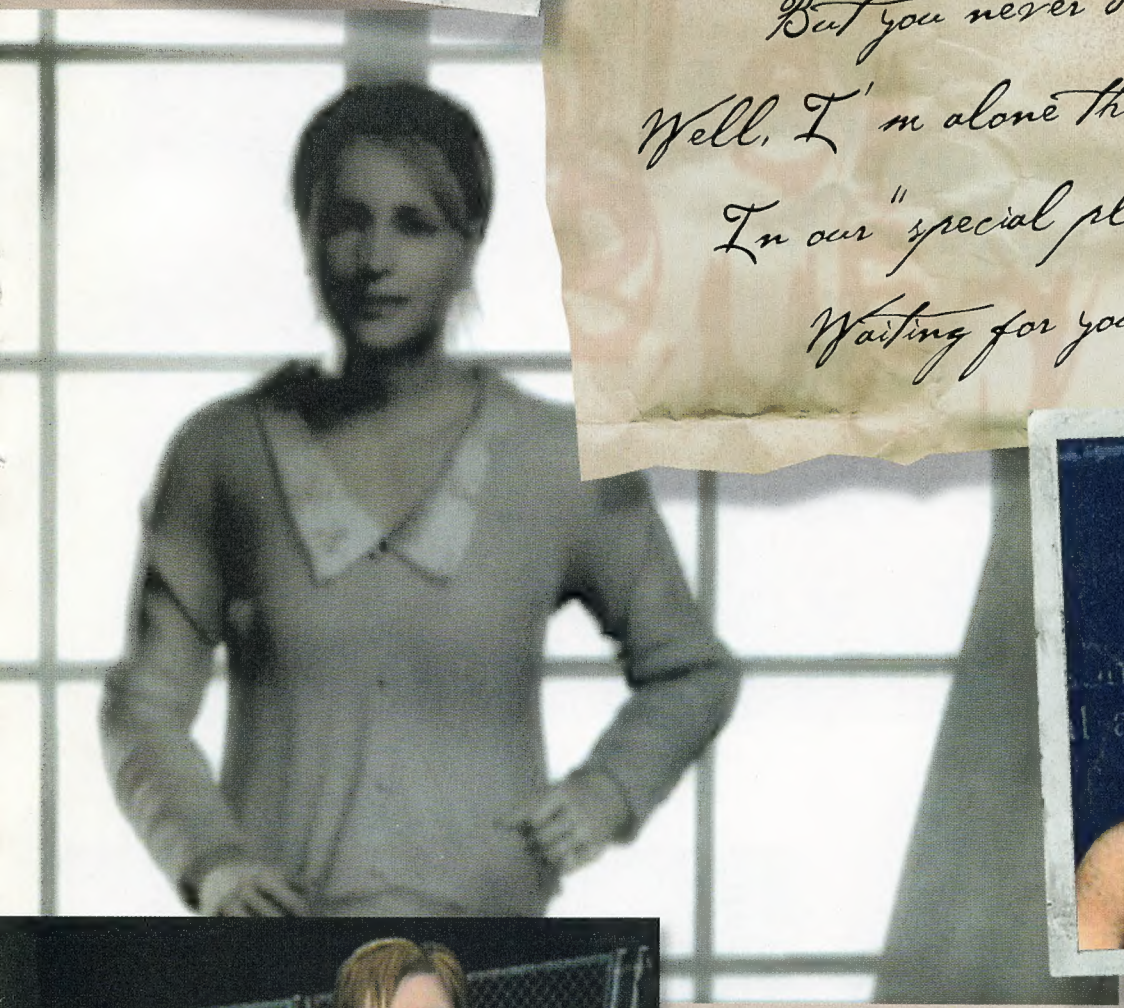
You promised me you'd take me
there again someday.

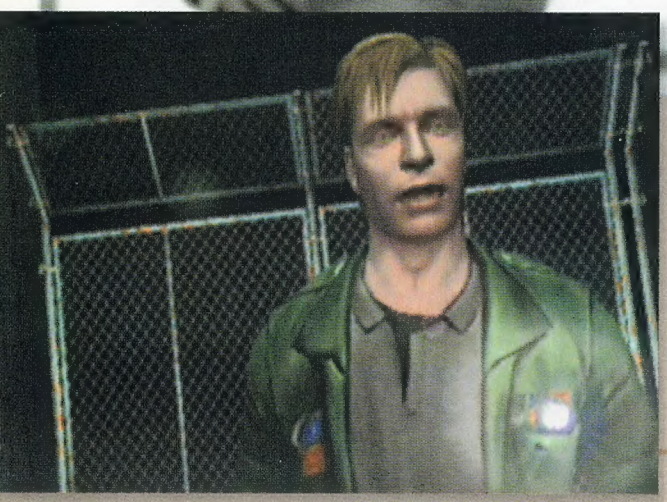
But you never did.

Well, I'm alone there now...

In our "special place..."

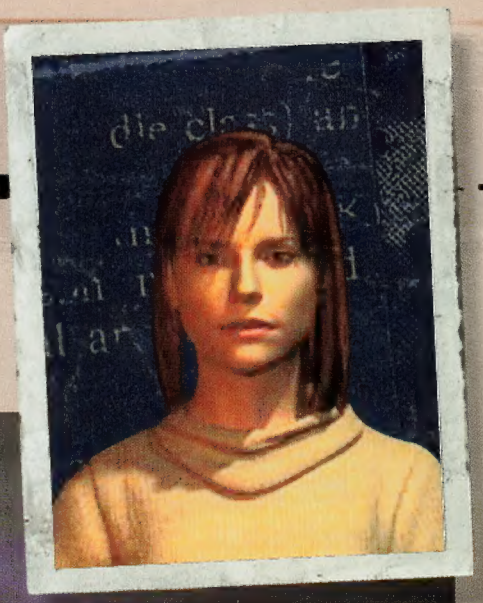
Waiting for you...





Filled with the notion that the one true love of his life could be alive and awaiting him in Silent Hill, James finds new hope. Hopping into his old Dodge sedan, he drives until he reaches a dead-end just a few miles south of the town. From there, he must walk into the neighborhood. Seeking a reunion with a loved one thought lost, James might instead find retribution...

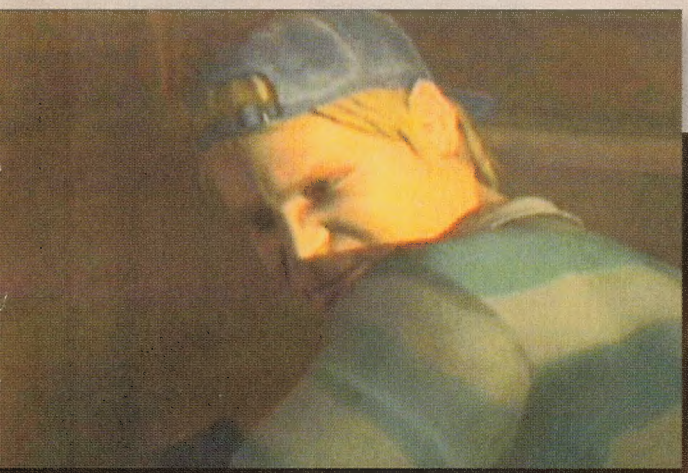
Angela Orosco

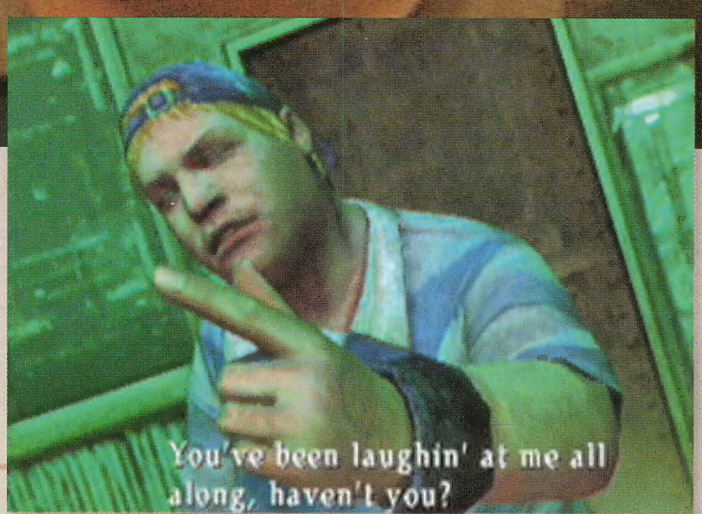


Angela is the first person James encounters on his way into the South Vale area of Silent Hill. Although she claims to be in town searching for her mother, she seems somewhat confused and disoriented. She also is missing someone dear to her. She too has come to Silent Hill hoping to recapture something from the past...

Eddie Dombrowski

Caught in the wrong place at the wrong time, Eddie seems awfully concerned with exonerating himself for the murders that keep cropping up in his wake. He is not a resident of Silent Hill, either, and his true reason for being in this situation is something he keeps to himself. He seems to be running away from some conspicuous situation. James is not sure whether he can trust Eddie, and decides to give him some space.





Laura

This adorable little girl seems to have a sharp grudge against James, although there shouldn't be any reason for animosity. Continually, her mischief causes problems for the man. But what's even more enigmatic is her reason for being in such a dangerous town by herself, and how she could possibly have any knowledge of James' lost love?

Maria

A strange woman that James meets in Silent Hill, Maria could be the twin sister of James' dearly departed wife. Except for a few physical and behavioral characteristics, she bears a striking resemblance. Yet she has no knowledge of Mary except for what James tells her. Can the two women be related in some bizarre, cosmic fashion? Is Maria's appearance in Silent Hill a coincidence, or has fate brought her and James together in this haunted, sinister town?

THE BOOK OF EVIL

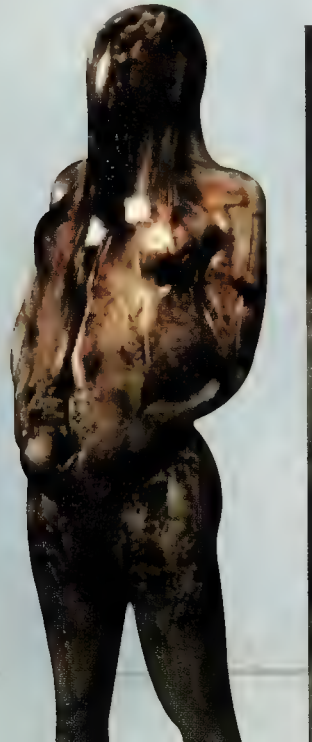
Contained herein are the foul things that lurk in the fog-enshrouded Silent Hill, rancorous fiends who seek the blood of innocent human victims to satiate their incredible desires for mayhem, bloodlust, and new flesh with which to adorn themselves. Learn exactly who your foes are and study their weak points. The Action mode you select, whether it is Beginner, Easy, Normal or Hard, determines enemy strengths and weaknesses.

Patient Demons

APPEARANCE: These enemies resemble patients from a mental institution, wrapped in a kind of flesh "straightjacket" that stretches over their heads. Patient Demons have two styles of attack. When they're standing upright and staggering toward any light or heat source, Patient Demons will stop at a certain range from their victims. Then their upper portion bends in half and the midsection splits open. The Patient then spits an acid-like substance from this orifice, which damages and momentarily stuns the victim.

James also encounters Patients lying facedown on the ground in the prone position. Like this, they are capable of scrambling away at great speeds. If James stands in its way while it is scrambling, the Patient can inflict mild damage due to the force of the collision.

STRATEGY: When you encounter an upright and staggering Patient, the first priority is to beat it to the ground or shoot it until it falls down. Three quick blows with a melee weapon or two to three shots from a Handgun will suffice in Normal Action mode, and even fewer hits are required in Easy or Beginner Action. But once the Patient is down, you must deliver a finishing kick immediately. If you fail, the Patient will attempt to scramble away to safety in the darkness, where it can quickly recuperate and stand upright again.



SUGGESTED WEAPON(S): It's best to meet Patients with the Wooden Plank in order to conserve bullet rounds. The Steel Pipe, which James acquires later on, is an even more efficient way to kill them. Patients that scurry across the floor and ground cannot be stomped or kicked, since this is only a finishing move. One bullet from the Handgun will immobilize a prone Patient long enough to deliver the kick. It's better to deal with multiple Patients using the Handgun. If you encounter multiple Patients in an extremely small room or area, use the Shotgun's wide blast radius; just be certain to administer a kick as soon as they are knocked down, or it's like starting all over again!

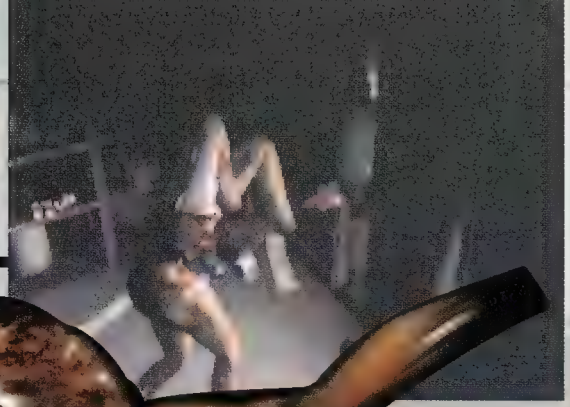
Giant Roaches

APPEARANCE: The first sign that these demonic insects are nearby is a noise like a crazy windup toy running amok. About the size of the human foot and yellowish in color, Roaches are somewhat easy to miss amid the debris and clutter in many areas of South Vale.

STRATEGY: Roaches tend to run away if James is running through the large streets. However, if he encounters a Roach in a confined space, it is very likely to attack in defense. There are two ways to kill a Roach. Either run at it so that the insidious bug gets squashed under heel, or stand still and wait for it to approach. Very likely, the camera angle will tilt slightly downward as a Roach nears. Turn James to face it and press the X button alone to stomp on it. With precise timing, James will easily crush the Roach.

SUGGESTED WEAPON(S): If a Roach is truly giving you problems and actually inflicting damage to James, consider using the Handgun to take it out swiftly and vengefully. Otherwise, these small creatures are hardly worth wasting ammo.

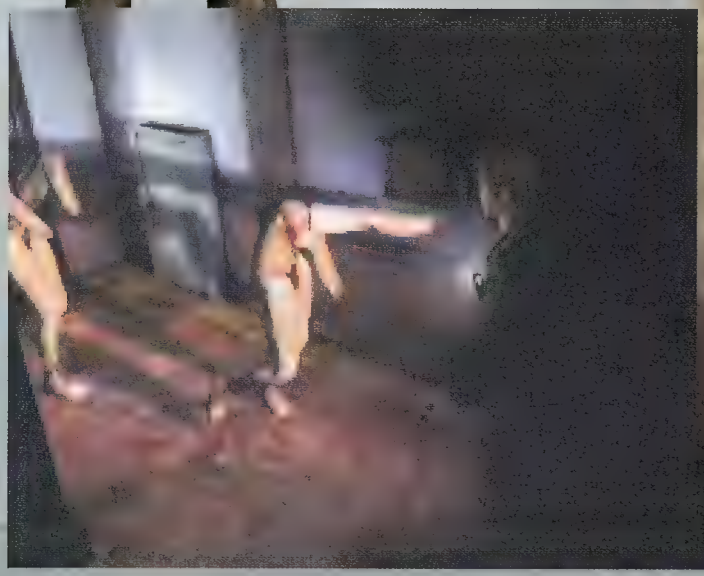
Mannequins



APPEARANCE: Mannequins are truly pathetic creatures. They appear to be the legs of two fashion dummies that have been severed from their original bodies, sewn together, and then animated by some evil ritual. Their method of attack is to approach the victim at close range and attempt to "kick" at the face and head with their upper set of legs. While their blows are extremely powerful, their attack range is extremely limited due to their inherent handicap.

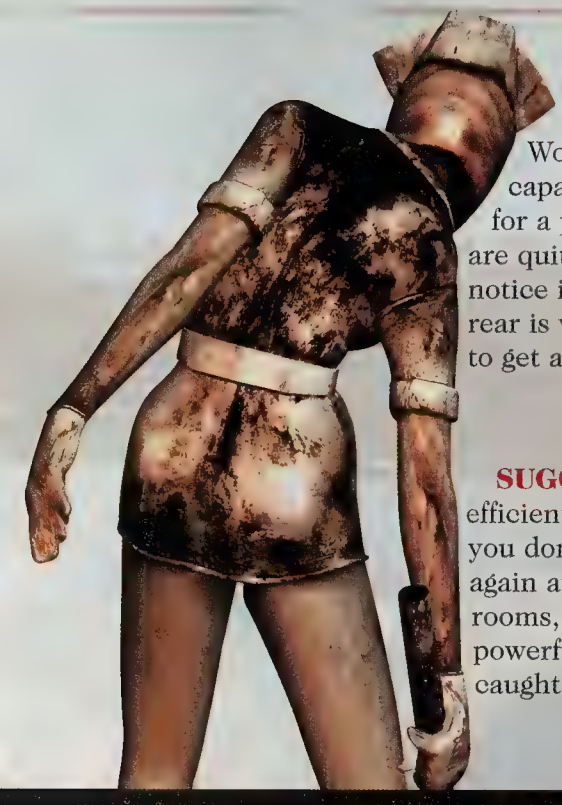
STRATEGY: It's easy to avoid Mannequins on wide city streets, and it's best to put them out of their misery by beating them to death. Don't stop bludgeoning them until they stop screaming, or knock them to the ground and administer a final kick to seal the deal. Much like Patients, Mannequins seem able to recuperate fully and rise again as if nothing has happened, and they will attack fiercely in the second round.

SUGGESTED WEAPON(S): Try not to waste ammunition on Mannequins, unless you encounter a group. The Wooden Plank is quite sufficient to beat them into submission, and the Steel Pipe is their bane.



Nurse Demons

APPEARANCE: Curvaceous denizens of the Hospital, these faceless blood-streaked RNs are anything but healthcare providers. Screaming and twitching rapidly in agony, Nurse Demons attempt to ensure that those condemned to hell are made quite comfortable in their individual pits of despair. Carrying long sticks that they like to drag and beat on the ground, these feminine creatures cause quite a disturbing clatter as they scour the darkness for new patients to rehabilitate.

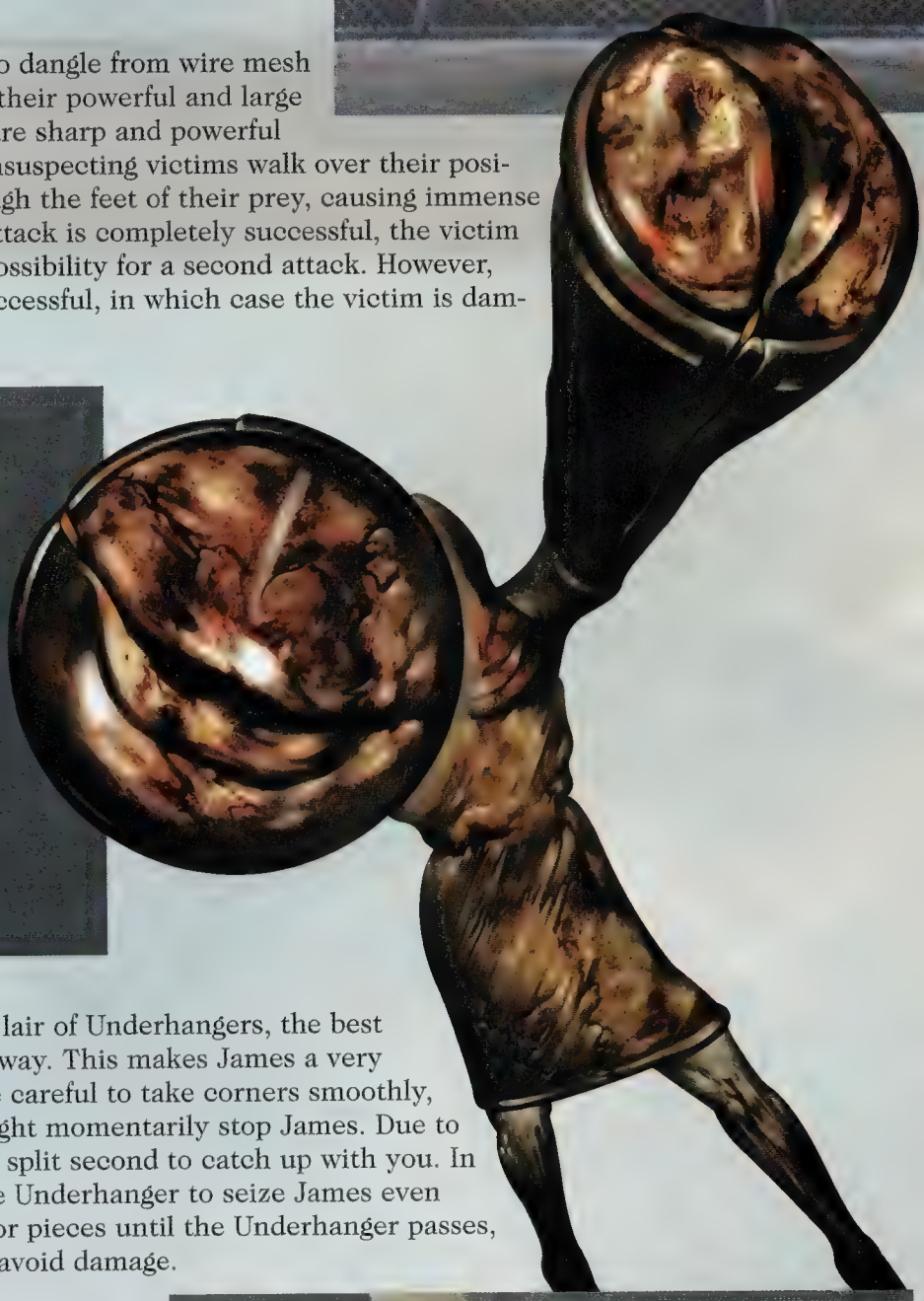


STRATEGY: Since Nurses employ weapons similar to James' Wooden Plank, a weapon with a longer range is preferable. Nurses are capable of attacking quickly and unexpectedly, so do not attempt to look for a pattern in their attack, or they will smack you silly. Multiple nurses are quite a handful, so avoid getting caught between them. One thing to notice is that if two nurses are in a straight line facing you, the one in the rear is very likely to attack and damage the Nurse in front of it, just trying to get at you!

SUGGESTED WEAPON(S): We suggest the Handgun to deal with Nurses efficiently. Shoot them two to three times until they fall, then kick them. If you don't finish them off with a kick or stomp, they will rise and attack again at nearly full strength. This can cause severe problems in small rooms, which happens once or twice in the game. In such cases, use a more powerful weapon, such as the Shotgun or Rifle, and do your best not to get caught between them.

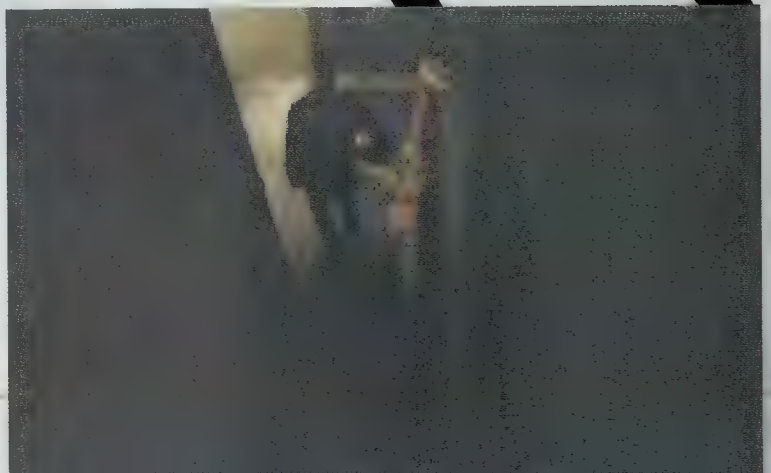
Underhangers

APPEARANCE: Underhangers like to dangle from wire mesh floor grates, suspending themselves by their powerful and large grappler arms. Imbedded in each arm are sharp and powerful tendrils with which they feed. When unsuspecting victims walk over their position, they shoot these tendrils up through the feet of their prey, causing immense damage to the nervous system. If the attack is completely successful, the victim is momentarily stunned, opening the possibility for a second attack. However, the attack can also be only partially successful, in which case the victim is damaged only slightly.

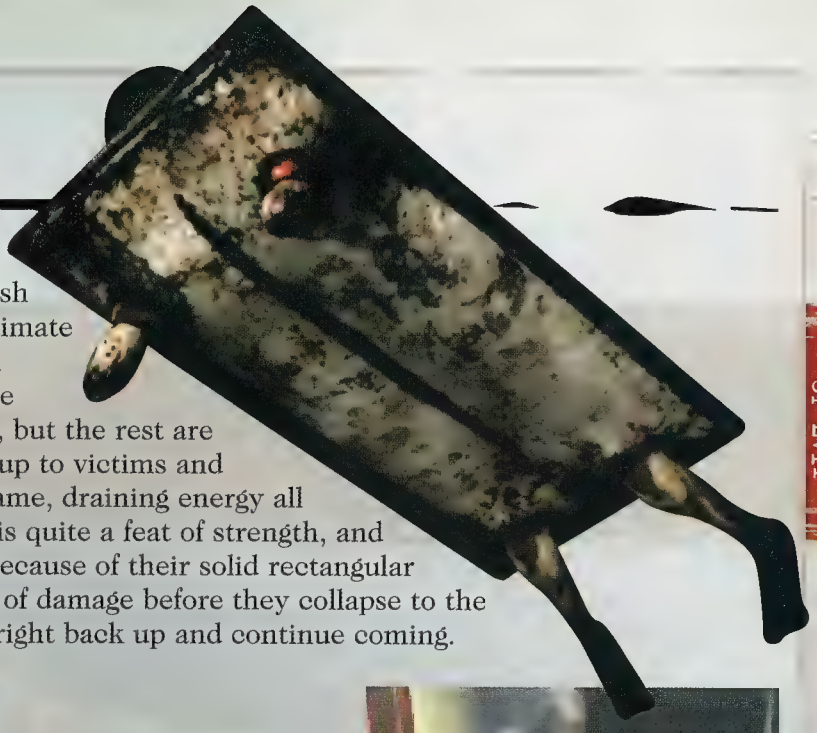


STRATEGY: When James crosses a lair of Underhangers, the best idea is to simply run every step of the way. This makes James a very hard target for Underhangers to hit. Be careful to take corners smoothly, and curve around floor gaps, which might momentarily stop James. Due to their speed, Underhangers need only a split second to catch up with you. In Hard Action Mode, it is possible for the Underhanger to seize James even when he is running. Stand on solid floor pieces until the Underhanger passes, or navigate as smoothly as possible to avoid damage.

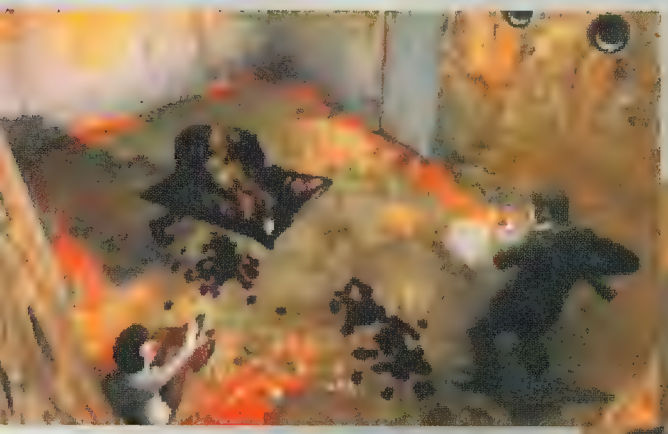
SUGGESTED WEAPON(S): Attempting to kill an Underhanger is a waste of time. Melee weapons are useless, and trying to shoot through a floor grate is a frustrating hassle. Run as smoothly as you can, and look for solid pieces of flooring on which to stop momentarily as they pass.



Doormen



APPEARANCE: Large and bulky creatures, Doormen appear to be evil doors that spawned flesh on each side and started to walk. Do not underestimate their lumbering step, for their long legs help them cover quite a stretch in a short period of time. The first Doorman James encounters is a boss version, but the rest are easier to deal with. Doormen attack by marching up to victims and attempting to suck them through their wooden frame, draining energy all the while. Escaping from the grasp of a Doorman is quite a feat of strength, and it becomes more difficult as one's health wanes. Because of their solid rectangular structure, Doormen can sustain massive amounts of damage before they collapse to the floor. Mash them with your foot, or they will hop right back up and continue coming.



STRATEGY: Because of their solid craftsmanship, Doormen are capable of walking directly into Handgun fire. Since Rifle rounds are so scarce, you're better off using the Shotgun. Two blasts from a Shotgun will knock a Doorman to the floor in Normal Action Mode, but you must be quick to step on them before they rise again. When you encounter multiple Doormen, make sure you don't get caught in the middle, and try to fight them in narrow areas in order to catch them both in the Shotgun's swath of damage. If you get backed up against a wall, use strafing maneuvers to get out of the Doorman's way.

SUGGESTED WEAPON(S): The Shotgun is the only sure way to go here. If you are extremely low on shells, shoot just once or twice to knock down a Doorman, then stomp it to finish. It is possible to fight a lone Doorman with the Steel Pipe, but you must have plenty of room to back up, and your timing must be extremely sharp.

THE BOOK OF FORESIGHT

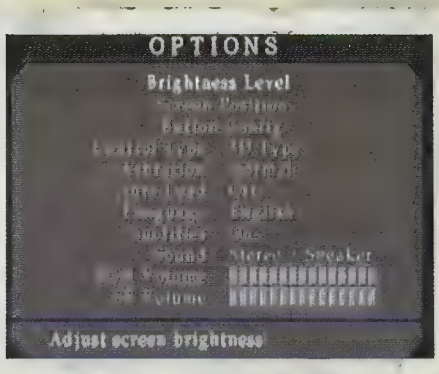
Contained herein are the advisories of one who has looked far into the darkness and has seen what is waiting there. Acquaint yourself beforehand with the world of horror and overwhelming despair that you are about to enter, and your passage shall be a simpler journey.

Basic Controls

Control	Function
D-Pad/Left Stick	Movement (2D or 3D style), move Menu/Screen cursor
Right Analog Stick (R3)	Press to use health item
START	Open Menu, accept, skip scene
SELECT	Pause game
✕	Accept, search, attack, stomp or kick
■	Run, guard
●	Cancel, exit Menu/puzzle, toggle Flashlight ON/OFF
▲	Quick Map
R1	Sidestep right
L1	Sidestep left
R2	Ready weapon
L2 + Right Stick	Look in all forward directions
L2	Position camera behind James

Options

Before you begin your first game of Silent Hill 2, consider tweaking some of the default game settings in the Options Menu. You can change the options any time before or after you start a new game. The two options to really think about changing are the Control Type and the Walk/Run Control. Your initial settings should suit your preferences, and will affect your first impression of the game.



Adjust the options to make your gaming more comfortable.

2D Control Versus 3D Control

Each control style has its pros and cons, which are discussed below. You should weigh these factors, try out both control schemes, and then settle on one permanently.

2D Control

2D Control is the default setting. In this scheme, James will move in the direction that you push the stick. This setting is best suited for use with the controller's left analog stick. The only reason we suggest changing this option is that quite often, the camera's focus on the scene shifts to a completely new angle. This shifting continually changes the desired direction of movement, and requires frequent shifting of the analog stick to accommodate the new angle. However, after a short orientation period, it becomes quite manageable. Plus, using the analog stick is much easier on the thumb. This style also eliminates the need to turn the character, since James instantly goes in the direction you press. However, backing up is also eliminated. Moving backward from an enemy as you attack is a highly useful tactic, as described in the combat strategy section of this chapter.

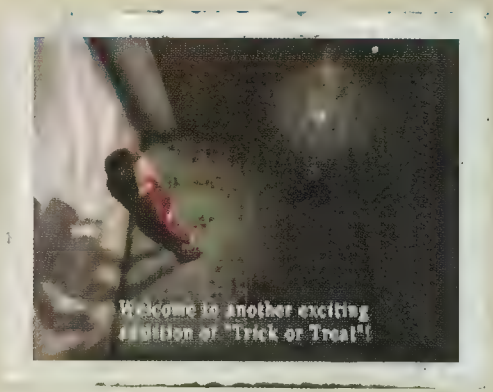
3D Control

3D Control is the alternate setting, and is best utilized with the D-pad. When you press the up button, James moves forward toward the direction he currently faces. Pressing left or right turns him from side to side, and pressing down causes James to back away. Veterans of Konami's first foray into Silent Hill will recognize this as the control scheme from the first game. This setup eliminates the need to pause slightly each time the camera shifts, since James continues to move in the direction he faces regardless of the camera's perspective. However, turning James to face a new direction slows him down somewhat, and escaping from enemies that try to corner him becomes a bit trickier. Nevertheless, James remains capable of backing away from enemies, allowing him to fire shots as he retreats. Those who choose the 3D control option should also consider switching the Walk/Run Control to Reverse, as detailed later in this chapter.

Sound and Subtitles

Be certain to set the Sound option to match however you have your PS2 and monitor set up. If you have a home theater system or stereo speakers attached to your set, select "Stereo/Speaker." You'll be able to sense the location of enemies by listening to the sounds they make. You can actually hear the direction from which they are coming!

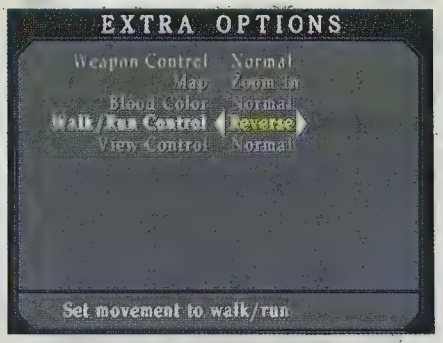
Know in advance that sometimes the characters speak incredibly low, and sometimes radio static or music can drown out the voices. The voice acting in this game, unlike most other games, is quite realistic and superb. So, it might be worthwhile to turn down the Background Music and Sound Effects volumes so that the vocal quality shines through. However, the music in the game really adds the extra chills, and the sound effects are pretty grisly. If you just can't compromise your sound levels, then please turn on the English subtitles. Sometimes characters will say things you just can't miss if you want to continue!



Sometimes the dialogue reveals important clues or questions. Turn the subtitles on so you don't miss anything.

Secret Options

That's right, trick-or-treaters, here is your first game secret! While you're in the Options Menu, press L1 and R1 at the same time. A Hidden Options Menu will appear. These options allow you to switch control of the game entirely, so that you can become more comfortable with navigating and fighting.



In the Options Menu, press R1 + L1 to bring up the Hidden Options Menu.

Turning the Weapon Control into a switch means that you do not have to hold R2 down while you are fighting. However, you must learn to tap the R2 button before each attack, and it takes some getting used to.

Normally the camera stays focused on James, and shifts upward and outward when you hold the L2 button. Changing the View Control to a switch means you don't have to hold down the L2 button as you turn in a corridor or search above James.

Whenever you bring up the map, it automatically zooms in on your immediate area. To switch over so that the map zooms out when you open it, toggle the Map Zoom option.

Changing the Blood Color of James and the enemies might be your cup of tea if you like your gore less realistic. This game has plenty of wetworks in store.

Switching the Walk/Run Control

One of the most important options to consider switching is the Walk/Run Control, which is also part of the Hidden Options Menu described above. Silent Hill is a big town with expansive city streets and long stretches of coastal highway to travel. If you wish to finish the game before the next millennium arrives, you should be running most of the time. Using the default options, you have to keep your right thumb mashed on the Square button for most of the game. Do your thumb a favor and switch this option to "Reverse." Now, James will run everywhere just by pressing the D-pad or analog stick.

Not only will you avoid thumb cramps, but you will also make James more mobile. Normally when you press the R1 or L1 buttons, James carefully sidesteps left or right. But when you reverse the Walk/Run control, he will strafe instantly to the left or right! This is a much preferred setting, especially in combat.

Game Basics

Now that you're ready to start playing, we'll discuss some of the basics of living, surviving and thriving in Silent Hill. We hope this section will expand on the contents of your instruction manual.

Difficulty Settings

There are two types of difficulty to select as you start a new game, the Action Level and the Riddle Level.

Action Level

The Action difficulty determines how powerful the enemies are, which means you have to fight each enemy longer when you choose higher difficulty levels. Also, the secret items that are unlocked in a replay game are partially based on which difficulty you choose!

Try the game at easier settings first to get familiar with areas and puzzles.

Beginner Action: Enemies die after they suffer one or two hits from your weakest weapon. You don't have to reload your firearms. Even boss monsters are beaten after two shots. If a monster is holding James, he will shake himself free automatically. This mode is a hassle-free way to get acquainted with all the enemies and the areas, and to unlock a replay game.

Easy Action: This is a lot like Beginner Action mode, except enemies fall to the ground after one or two shots and then must be kicked. Boss monsters are at about half of their usual strength.

Normal Action: Obviously, this is the way Silent Hill 2 was meant to be played. Most enemies fall after three or four shots, and then have to be kicked before they will die. You will have to conserve most of your ammunition for boss encounters. Learning melee skills is a must. Some enemies are more likely to regenerate, so don't be too comfortable that a given monster is dead for good. If a monster grabs James, you must rapidly wiggle the movement and shoulder buttons to work your way free. You must reload James' guns when you empty clips; they won't keep shooting automatically.

Hard Action: All of the features of Normal Action remain intact, along with a few more headaches. Enemies require about four or five shots to put down, or five to eight whacks with a melee weapon. If you don't finish them off with a kick immediately, they will get right back up again! Greater enemy quantities and quicker respawn times mean that James is often double- and triple-teamed. Enemies are faster and they attack more frequently. Melee combat is almost impossible. Boss monsters have double their usual speed and strength. Plus, James has somehow become extremely clumsy, continually tripping over his own feet and falling into doors and walls. His aim and accuracy are compromised. During the boat event, the player must actually row each oar using the left and right analog sticks.

TIP!

There's a tip in The Book of Secrets chapter of this guide that tells you how to beat the Action difficulty setting, making Normal and Hard Action levels much easier!

Riddle Level

The Riddle difficulty determines how tough to decipher the puzzles will be. This setting does not affect every puzzle in the game, but all of the puzzles with randomly generated solutions will be harder to decipher if you choose a higher difficulty setting. Also, clues that help you solve certain puzzles will be more vague and cryptic.

Easy Riddle: The game practically tells you how to solve each puzzle. This is a good way to get acquainted with the puzzles and to learn what to expect.

Normal Riddle: This setting requires some deductive reasoning and creativity. Some logic tests must be passed in order to figure out solutions.

Hard Riddle: This choice requires an immense ability for abstract thinking and a broader scope of knowledge than most videogames require of players. Clues are often completely vague and even purposely misleading. Some clues may not even be helpful at all.

There is also an even harder fourth level of Riddle difficulty! The Book of Secrets chapter of this guide describes the way to open this extra level.

How To Search an Entire Town

Nearly three hundred useful items are scattered around Silent Hill for James to find. Some are in obvious spots, highlighted by lighting or features of the room or landscape. James gains many items that are required to move onward by solving tricky puzzles. Several of the items are weapons. But most of the items are health boosters and ammunition, and these are scattered across the far reaches of the town. At one point, the player leaves "misty" Silent Hill and enters "dark" Silent Hill, and the entire town is covered with items all over again. You may think that you don't need all of them to finish the game, and you're probably right. But the truth is that the total number of items you find during your game affects your final ranking negatively or positively, and eventually you'll want to find them all.

Avoid running down the centers of streets; that's where most of the outdoor monsters hang out anyway. Run along the curbs, so that the camera is mostly angled across the sidewalk. Items like Health Drinks and Handgun Bullets are casually scattered near garage doors, on doorsteps, and sometimes near trashcans. As James passes by interesting items, his head will turn to look at them. So, as you are running, it's not as important to search the landscape as it is to watch James' head! Be cautious, though; James also turns his head to look at enemies and at Maria during the short time they spend together. If his head turns and there's no enemy or radio sounds, then there's definitely something to pick up.

James stares intently at items he wants to pick up. Use this feature to simplify your search.

Camera angles change suddenly to highlight important landscape features.

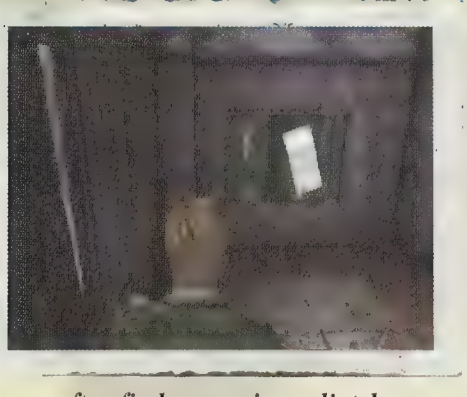
There are several dozen doors in the South Vale area of Silent Hill. You can't very well be expected to knock on every one of them. Important parts of the landscape are identifiable by sudden changes in the camera angle. If you're running along and something sticks out, or if the camera perspective shifts suddenly, go back and investigate more closely.

The walkthrough text in this book does not explicitly lead you around to every item in town. Showing you a screenshot of every item location in the game just isn't possible. However, all of the items that can be found in Silent Hill are marked on the maps in The Book of the Path section of this guide. You'll also see markings similar to the ones James makes on his maps, so that you'll know which areas are blocked off and which are important. Some of these markings don't appear until later in the game. So, if you see something on our maps that doesn't exactly fit in with your current situation, particularly near the very beginning of the game, then don't worry about it until later.

As you go through a building, our advice is to try every single door. Doors that can never be opened are said to have a "broken lock." Doors that are "locked" indicate that you should look for some way to unlock the door. Other doors will open up first try. James immediately marks a squiggly line on his map to indicate doors that can't be opened. Doors that are locked get a straight red line over them, and passable doors have a double arrow through them. These markings help you narrow down your search in the dark and complicated confines of Silent Hill's dilapidated buildings.

Map markings remind you where James has been and where he hasn't checked yet.

Importance of the Map



James often finds maps immediately upon entering new areas, but not always...

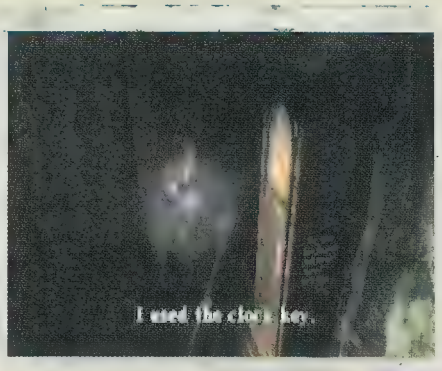
A fascinating fog blankets outdoor areas in town, while indoor areas are badly lit or even pitch black. Visibility is a severe problem for James. To fight this, you must use the maps provided in the game. As soon as you enter most new buildings, your first goal is to find a map. Going for any stretch through the game without a map is a scary experience indeed!

The map is your key to geographical orientation. The green arrow on the map shows your position and the way you are facing. Often as you run around town, you won't be able to remember which direction you're going or even what street you're on. Even after several games, it's still easy to get lost. It's the disorienting effect of the game—it is *supposed* to happen. Don't be afraid to go to the map every few seconds. I usually check my own maps every time I find an item, every time a new destination is pointed out, or after every battle. As you can see, that's quite often.

The only other item that is almost as important as the map is the Flashlight, but you won't have to worry about finding one until some time into the game. Don't worry; this guidebook will lead you right to it!

Using Special Keys and Items

As you search through large abandoned buildings, you will have to find keys and other items that are prerequisites for entering new areas. Normally, James automatically uses a key when he tries to open a door that requires one, assuming he has actually found the proper key. However, you have to "Use" some keys and key items from the Inventory Menu in order to make them work. Sometimes using a certain item in a given situation isn't always obvious, but that's how Silent Hill 2 operates, in its own creepy and surreal fashion. If you have done everything you can to open something and it still won't respond, try using all the key items in your inventory. If nothing you have works, you probably have some more exploring to do.

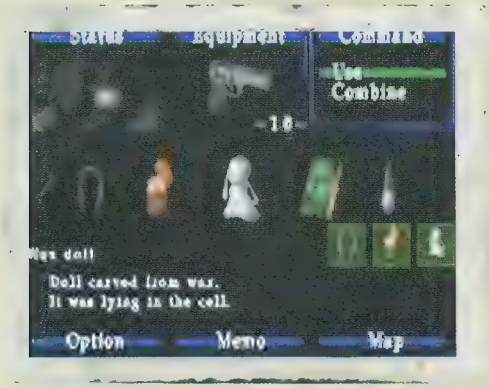


Key items will have to be "Used" in special situations.

Combining Items to Use

Some events during the game require that you combine several key items to make one useful tool that will save the day. Combinable items will have a "Combine" option in the Menu. Try to look for other items that could *logically* combine with the item you have. While logic may seem scarce in Silent Hill, all of the problems and puzzles you encounter have an extremely reasonable solution, however sick and twisted it may be.

Some key items that wouldn't seem to be combinable still have the option. Often, the reason is that multiple items have to be inserted into the same device in order for it to unlock. In this case, the Combine option simply allows you to insert all the necessary items in one action, sparing you from having to go in and out of your Menu to insert each item individually. It's a matter of convenience.



Some key items have to be combined to resolve your situation.

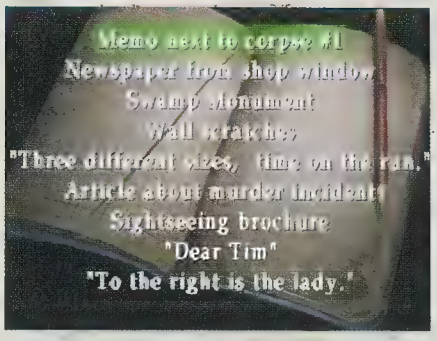
To combine items, move to one item in the Menu and select the "Combine" option. The item will appear in a small submenu off to the right. Now select the item you want to add to the item you've already selected, and then choose the "Use" command. The items will be used together to solve whatever puzzle you face.

Keep Paper and Pencil Handy!

Every time you play Silent Hill 2, you'll have to jot down certain codes and solutions. These codes are randomly generated during every game. In such cases, we can't give you the answers since they will always be different. The walkthrough in this guide always lets you know when you need to remember a code or solution. We may not always be able to tell you the code, but we can tell you where to find it every time!

Don't Remember What That Note Said?

Most of the text notes and letters you read contain very important clues, and they are immediately recorded in James' Memo file. Therefore, when you are attempting to solve a puzzle and suddenly remember reading an important clue about it in another room, you don't have to backtrack to read the note again. Simply access it from the Memo Menu. If a note doesn't appear in the Memo Menu after you read it, the message just isn't critical to beating the game.



The Memo Menu allows you to remember important clues without backtracking.

Focusing the Camera

Here's a common scenario: You are running down a corridor and the camera is following behind, but then you turn and reverse direction. The camera is now in front of James, and you can't see what is ahead of him. When this happens, stop running and hold the L2 button until the camera is behind James again. While it is cool to see the incredible details on James' face and shirt, it won't do you a lot of good if you run into a demon while the camera is in a bad position.

As much as possible, keep the camera behind James to ensure maximum forward visibility.

Sometimes the camera is angled strangely on purpose, and pressing the L2 button doesn't work. If you could just trundle through the game beating the tar out of every monster in sight, there wouldn't be much challenge or suspense. Tricky camera situations lend themselves to the surprises in the game and accentuate the tension in the atmosphere.

The camera mostly stays focused on James. Sometimes it will also start to creep upward as an enemy approaches. For one thing, this is a good way to "sense" approaching Roaches. The atmosphere "tightens" as something staggers toward you, hungry for your blood. You can combat the shrinking camera angle by holding the L2 button as you fight. The camera will lift upward in the direction James faces, increasing your field of vision.

In order to see higher or to look more freely without turning, hold L2 and use the Right Analog Stick to rotate the forward view. This helps during the few instances where James needs to look at high places.

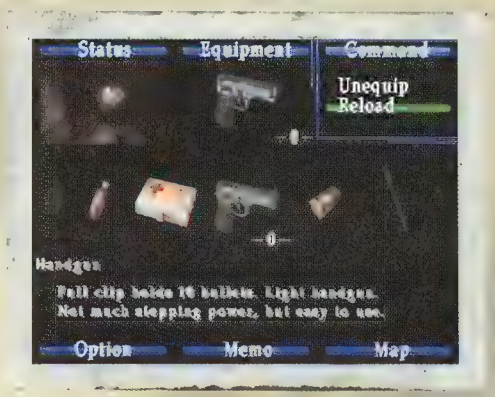
Combat Strategies

This section focuses heavily on fighting and dominating your opponents with your limited resources. Implement these strategies, and you will learn to emerge from confrontations with nary a scratch.

Reloading

Guns can carry a limited amount of ammo; it's a fact of life, and you have to live with it in the game. When your clip runs out, James takes a moment to reload his weapon. During this moment, he is most vulnerable to counterattacks from demons. During battles with the larger boss monsters, having to reload your weapon in the field can be a killer.

This is why all your guns have a "Reload" option—use it! When you know you're appraoching an inevitable fight, open your Menu and make sure your gun is fully loaded. As you fire shots, count off the rounds in your head. When you know the clip is empty, don't let James reload the gun; *reload it for him!* Open the Menu, select the empty weapon, "Reload," and exit the Menu. Your gun is now ready to fire again without losing a moment. When you reload in the Menu, the game pauses and your enemies freeze in their tracks. Maintain an advantage in firepower despite limited clip sizes.



Develop a habit of reloading weapons from the Menu instead of in real-time.

Bullet Conservation is Key

Especially in your first game, every bullet you collect represents one less point of damage you will suffer during a boss fight. As much as possible, use your melee weapons and kill as many regular enemies as you can without wasting valuable rounds. This is especially true in the city areas, where every monster you kill will respawn in less than a minute. Try to avoid as many battles in the streets as possible.

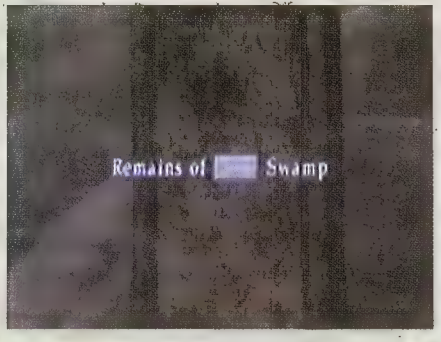
Using a weapon is just a means to make the enemy prone so James can kick it.

You should kick every monster you knock down in the head to finish it off. If you put more than three bullets into a single monster in a Normal Action game, then you are wasting ammo. To finish an enemy with a kick, shoot it until it falls and then release the R2 and X buttons. Now, with James standing next to the monster's prone body, press X alone, and he will stomp the life out of it.

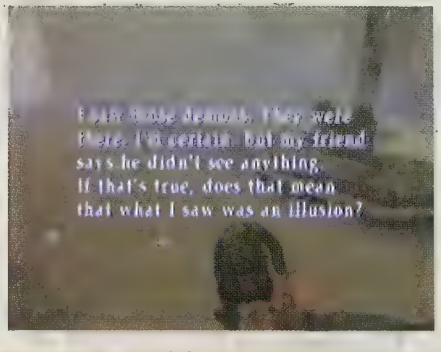
Taking Items

Enemies tend to hover around items that you may want. Kill the enemy first. However, let's say the enemy is hovering over bullets and you're fresh out. Try to "bait" the enemy away from the item, and then run around it. Run to the bullets and pick them up as fast as you can. James freezes in position when he picks up items, but enemies can still move and attack while he's prone.

Sometimes reading a memo pauses the game, especially when the screen shifts to a close-up of the book or area where the message is. However, if James is still visible where he is standing as he reads a memo, then it is possible for enemies to approach while he is helpless.



Memos that switch the screen to a close-up pause the game.

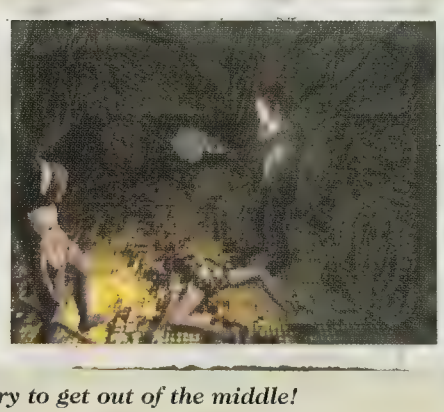


If you can still see James in the background as you read a memo, then the game is not paused.

Fighting Multiple Enemies

Since James fights alone for the whole game, it is possible to fall into a situation where multiple enemies close in from many sides. Try to find a corner or a section of corridor that is narrow. Run to that area, and then face your enemies. Your enemies can only come at you one at a time as they try to enter the narrow area or go around the corner.

Sometimes you walk into small rooms with two or three enemies and the situation is immediately grim. In these instances, equip your most powerful weapon. Try to run or strafe over to one side of the room, so that you are not in the middle. Keep your back against a wall and keep blasting until only one of your enemies is still active. Then you can equip the Handgun or a melee weapon and finish the job. The problem is that enemies will fall to the ground two or three times and still get back up for more. The best way to finish off enemies quickly and efficiently is to knock them down and smash them with a boot. Kicking a downed enemy is not advisable when another one is in your face—best of luck.



Try to get out of the middle!

Recovering Health

During the game, James can find and collect Health Drinks, First Aid Kits and Ampoules. These items allow James to recover health points lost to enemy attacks. When James is in his best shape, the Status indicator in the upper-left corner of the Menu screen will be tinted green. When James is in extremely poor health, the Status indicator will be tinted red and blink rapidly. Also, if you're using a Dual Shock 2 controller, you'll feel James' heartbeat reverberating through the controller.

Using health items through the Menu is the most accurate means to bring James back up to snuff. You can administer a Health Drink when James is only slightly hurt, and a First Aid Kit when he's in very bad shape. Ampoules are painkillers that completely restore health for a limited time, and James can maintain green status even as he receives more damage. However, when the Ampoule wears off, James' status returns to its previous state.

During combat, it is not advisable to enter the Inventory Menu while James is in close range of an active monster. As the inventory screen loads or unloads, enemies have the opportunity to strike while you can't see anything. If James takes a lot of damage and the controller reverberates with his heartbeat, lower your weapon and press the right analog stick (also named R3) as a button to administer a health item without going into the Menu. This feature will automatically use your strongest medicine. When you press R3, a First Aid Kit will be used over a Health Drink, and an Ampoule will be administered only if you've used up all your other health items.

Running Doesn't Make You a Wussie

In fact, running is the most advisable tactic for staying alive in Silent Hill 2. Make your enemies come to you; don't be too quick to run to them.

Also, remember that it's possible for James to back away from an enemy in the 3D Control scheme. As he backs away, James can keep firing at an approaching enemy. Just because you retreat doesn't mean you have to turn your back to a monster.

When you're faced with multiple enemies in a long corridor or on a street, running away can even the odds. Some of the creatures will not be interested in following you, and only one will pursue. Always look for a way to fight one-on-one, even when you are armed with powerful guns. Run away and wait until the situation changes in your favor.

THE BOOK OF FORTIFICATION

This tome is a collection of weapon descriptions and valid tips on their usage. In the bowels of darkness, your weapons alone are not enough without the skills to use them.

Melee Weapons

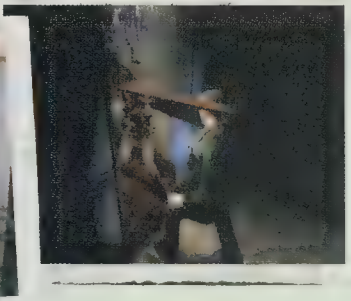
Melee weapons do not require ammunition, and they are all you have left if the bullets run out. With melee weapons, combat occurs at much shorter range and the opponent has a much better opportunity to counter-attack.

Wooden Plank

The Wooden Plank is the first weapon James acquires, and he will have to get through the first stage of the game with only this. This is a primitive two-by-four length of wood with nails at one end. It is good only at extremely close range, but it does inflict a moderate amount of damage and James can wield it effectively with some practice.

When James engages an enemy, press the R2 button to ready the Wooden Plank. Walk toward the enemy and press the X button just a few steps away. Continue to walk toward the enemy as James swings, and the first blow will land with some ease. Then position James in front of the enemy and commence beating the enemy to the ground. James will swing forehand style or backhand style, depending on the relative proximity of any walls and the angle of the enemy's approach. Beat the enemy until it falls and lies flat on the ground. Then press tightly on the R2 and X buttons simultaneously so that James swings the Wooden Plank over his head and brings it down on the prone enemy.

If possible, always try to attack enemies from behind when you're using the Wooden Plank so that you'll have the best advantage. James finds the Wooden Plank at the construction site at the north end of Vachss Road.



Steel Pipe

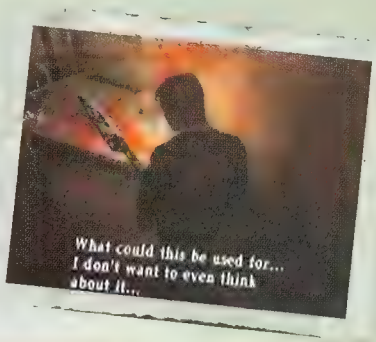
The Steel Pipe is a long shaft of bonded steel, which affords a greater range in melee-style fighting. If you hold the R2 button while James is walking before he reaches an enemy, he will swing the Steel Pipe from side to side. In this case, it works much like the Wooden Plank, but with greater range. If you depress the R2 button while James is poised and facing the enemy, he will crouch and stab at the enemy's midsection. To swing the Pipe in an overhead bashing fashion, press and hold R2 and X tightly at the same time.

The Steel Pipe is ideal for melee fighting due to its longer range and greater leverage. It swings more quickly than the Wooden Plank, as well. However, it is still desirable to attack enemies from behind instead of full on from the front. Unfortunately, James does not find the Steel Pipe until he reaches the Texxon Gas station at the northeast corner of Nathan and Carroll.

Great Knife

The monster James refers to as "Pyramid Head" first wields this weapon. The Great Knife is an incredibly large and heavy blade with a razor-sharp edge. The Great Knife will indeed kill almost anything with one hit, but the real problem is trying to use it. The thing is so heavy that James can only drag it on the floor behind him, and it severely impedes his normal movement speed. When James uses it to attack, he must heft it off of the ground, and then he can only swing it in a clumsy arc at face height. Enemies have all the time in the world to deflect James' attack with a preemptive strike of their own. However, if James can successfully lift and swing the blade, it will certainly kill whatever it hits (except in Hard Mode).

James finds the Great Knife in Pyramid Head's lair within the Labyrinth.

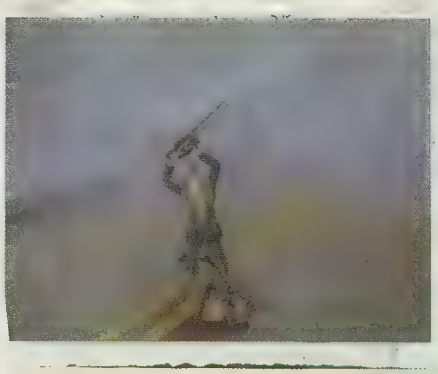


Chainsaw

In a replay game, James has the option of exacting gruesome and brutal punishment with this rip-roaring device. Unfortunately, it's a bit hefty and awkward to use. Press the R2 button to make James start the Chainsaw and get into position, then press the X button to attack. Depending on James' stance, he will swing it back and forth at head level. If he's walking forward, James will saw directly into the abdomen. Either way, the Chainsaw makes a bloody mess of monsters. In Normal Mode, it will kill an enemy with one hit. In Hard Mode, James must still stomp the monster dead after it's down. Because the Chainsaw is so slow to rev up, prepare and swing, using the Chainsaw is advisable only if you can get behind the enemy and hit it before it turns around. Start the motor with the R2 button long before you meet the enemy, then walk into it and press X. With good timing, James will walk up and saw the demon in half. If your timing is bad, James will walk directly into an attack. The Chainsaw is a difficult melee weapon to master. We strongly recommend using the Hyper Spray on enemies first.

The Chainsaw is a secret weapon that you can acquire only after you have cleared the game at any difficulty level. As you're running along the path through the woods at the beginning of your next game, you'll find the Chainsaw directly across from Silent Hill Ranch, buzzing its way through a stack of logs as if suddenly abandoned by its owner.

After James kills several enemies with the Chainsaw, allow him to stand over the body for a moment. He will wave the Chainsaw in the air and scream a bloody battle cry—it's really amusing!

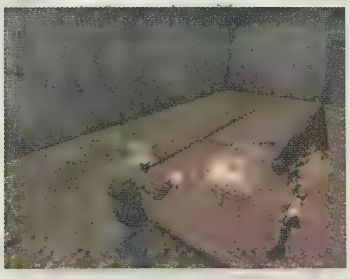


Hyper Spray

This is a can of aerosol spray that you can find only in a replay game. The Hyper Spray will immobilize one or multiple enemies for a brief period of time. However, the noxious fumes are also dangerous to James; they will drain his life if he uses this weapon too much. The Hyper Spray will "lose density" after you spray it continuously for twenty seconds or after three individual blasts, and James will need a moment to shake it up in order to get it going strong again. The spray has a good medium reach, and you should be able to stand outside a Patient Demon's spittle attack range and still use it effectively.

The Hyper Spray can prevent enemies from attacking or following as you run around them. Also, once an enemy is immobilized you can switch over to a nasty melee weapon, such as the Chainsaw, and attack directly from the front without fear of counterattack. This simplifies situations where you can't attack an enemy from behind, such as in narrow corridors.

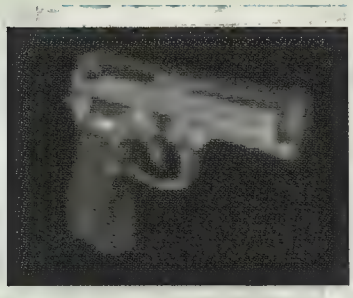
The Hyper Spray is a secret weapon that is available only after a player has completed the game twice. Find it in the motorhome on the south side of the intersection of Saul Street and Harris in a replay game.



Firearms

Each gun usually comes loaded with a full clip, and you'll have to collect extra ammunition to keep using it. Each gun is different in speed and power.

Handgun



The Handgun is an automatic pistol that holds ten shots inside a slide-in handle clip. Boxes of Handgun Bullets found in the game yield ten bullets per box. The Handgun is a lightweight weapon that is easy to lift and lower. It fires shots quite rapidly without a hard recoil. However, even minor enemies will keep walking into its line of fire, so there's not much stopping power. Normally it takes only three or four shots to knock a normal enemy to the ground, and then James can finish it off with a kick or stomp. Trying to kill a single enemy using only bullets can be wasteful. Even minor enemies such as Patient Demons require as many as 12 to 14 bullets to kill by shooting alone. The best way to save bullets and get through the game is to combine a few shots with a finishing kick. The ideal way to attack with the Handgun is to approach the enemy as you fire. Try to time your attack so that James arrives just as the creature is falling to the ground from the third bullet. Then release the R2 button to lower the Handgun and press X again to deliver the final kick.

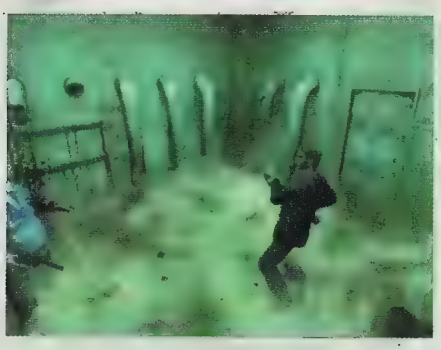
James finds the Handgun in the shopping cart in Wood Side Apartment room 301. James can start collecting the Handgun Bullets scattered around East South Vale long before he finds the Handgun itself.

Shotgun

The Shotgun is a six-shot auto-loading rifle that projects a wide cone of buckshot. Although it doesn't have much range, it will knock down even multiple enemies at once. It is best used against two enemies closing in from one side, or against bosses. Conserve your Shotgun Shells and save this baby for the big fights.

While the stopping power of the Shotgun has no equal, the recoil and the weight of the weapon can sometimes impose serious handicaps. James takes a very long time to raise or lower the weapon. Plus, his aim with the Shotgun, firing from the hip like he does, isn't very accurate at all. Because of the weapon's tremendous kick, it takes James a long time to recover from the recoil and prepare for the next shot. Using the Shotgun against fast-moving creatures is ill advised. Still, the powerful Shotgun inflicts a great deal of enjoyable carnage, and it is the choice weapon against several of the later bosses.

James acquires the Shotgun in the Women's Locker Room on level 2F of the Brookhaven Hospital.



Hunting Rifle

The Hunting Rifle is a weapon that affords extremely precise aiming, so there is some time lag after the first shot to line up the next. However, the piercing bullets that this weapon fires penetrate tissue, bone and vital organ more effectively, and thereby have greater killing power than any other firearm. Lifting and lowering the weapon is also somewhat awkward because James is obviously not accustomed to shouldering a rifle to fire. The maximum capacity of the clip is four shots, and rifle ammunition is sorely lacking in the game. However, each shot will knock down and possibly kill minor enemies, even at extremely long ranges. This weapon is the only one we recommend for the final boss fights of the game.

The Hunting Rifle is located in the weapons lock-up just behind the front office in Toluca Prison.

THE BOOK OF KEYS

The various keys, items and artifacts that James will need to proceed through Silent Hill are listed on these pages. The items are arranged in alphabetical order. Upon completion of a first game, more key items become unlocked to use in a replay game, as explained in The Book of Secrets chapter of this guide.

Apartment Gate Key

Location: Near the corpse at the north end of Martin Street

Purpose: Unlocks the front gate of Wood Side Apartments

Apartment Stairway Key

Location: On the bed in apartment 208, Blue Creek Apartments

Purpose: Unlocks the 2F stairway at the north end of Blue Creek Apartments

Bar Key

Location: Hanging on the boiler in the Boiler Room, Lake View Hotel B1F

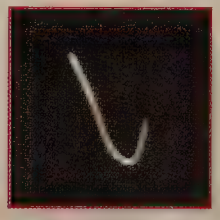
Purpose: Unlocks the front door of the "Venus Tears" Bar, Lake View Hotel B1F

Basement Storeroom Key

Location: "Nightmare" Hospital, Room M6

Purpose: Unlocks the "Nightmare" Hospital B1F Storeroom

Bent Needle



Location: Stuck in a teddy bear in the Women's Locker Room, Brookhaven Hospital 2F

Purpose: One of two items needed to remove the key from the 3F Shower Room drain (see Piece of Hair)

Can Opener

Location: Lake View Hotel Office safe

Purpose: Opens the can sitting on the counter in the Kitchen, Lake View Hotel B1F

Canned Juice

Location: Outside apartment 107, Wood Side Apartments

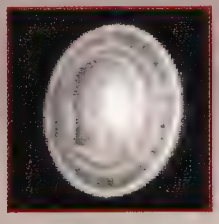
Purpose: Knocks the garbage out of the chute on 2F, Wood Side Apartments

Clock Key

Location: Apartment 202, Wood Side Apartments

Purpose: Unlocks the clock face in apartment 208

Coin [Old Man]



Location: After you knock the garbage out of the chute on 2F, you'll find it in the outside incinerator

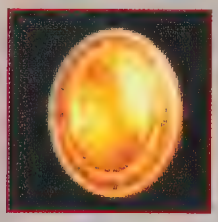
Purpose: One of three coins needed to solve the three-coin puzzle in apartment 105, Blue Creek Apartments (see Coin [Snake] and Coin [Prisoner])

Coin [Snake]

Location: Baby carriage inside the Wood Side Apartments courtyard pool

Purpose: One of three coins needed to solve the three-coin puzzle in apartment 105, Blue Creek Apartments (see Coin [Old Man] and Coin [Prisoner])

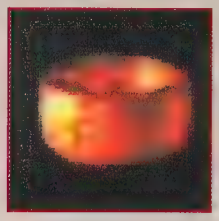
Coin [Prisoner]



Location: Nightstand in apartment 109, Blue Creek Apartments

Purpose: One of three coins needed to solve the three-coin puzzle in apartment 105, Blue Creek Apartments (see Coin [Old Man] and Coin [Old Snake])

Copper Ring



Location: "Nightmare" Hospital, B1F Storeroom

Purpose: One of two rings needed to unlock the 3F north stairwell door (see Lead Ring)

Courtyard Key

Location: Apartment 307, Wood Side Apartments

Purpose: Unlocks the first floor door to the Wood Side Apartments courtyard

Drycell Battery

Location: "Nightmare" Hospital, Room M6

Purpose: Replaces the battery in the Flashlight when the old one dies

Elevator Key

Location: Brookhaven Hospital 3F Shower Room drain

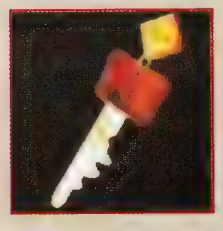
Purpose: Unlocks the cover over the north elevator call button on 3F

Employee Elevator Key

Location: Desk in room 204, Lake View Hotel

Purpose: Unlocks the door to the room with the employee elevator, east side of Lake View Hotel 2F

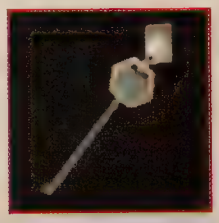
Examination Room Key



Location: Pocket of bloody lab coat, Men's Locker Room, Brookhaven Hospital 2F

Purpose: Unlocks the 1F Examination Room in the Hospital

Fire Escape Key



Location: East side of the bars in 3F corridor, Wood Side Apartments

Purpose: Unlocks the door at the west end of 2F, Wood Side Apartments

"Fish" Key

Location: Lake Shore Restaurant inside the Lake View Hotel

Purpose: Unlocks the briefcase in the Hotel's 2F Cloak Room

Flashlight

Location: Apartment 205, Wood Side Apartments

Purpose: Aids James' vision in dark areas

Horseshoe

Location: Once you solve the scaffold puzzle in the Toluca Prison yard, it suddenly appears on exit door handle

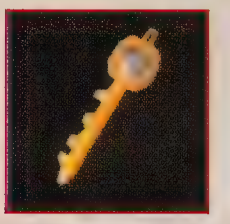
Purpose: One of three items needed to create a handle for the floor hatch (see Lighter and Wax Doll)

Hospital Lobby Key

Location: "Nightmare" Hospital 1F, Director's Room

Purpose: Unlocks the "Nightmare" Hospital's lobby doors

Hotel Stairway Key



Location: Lake View Hotel, large music box in the lobby

Purpose: Unlocks the gate at the top of the corridor stairs inside the Hotel

Key of the Persecuted

Location: Becomes available after James releases the body of the wrongfully hanged man in the Labyrinth

Purpose: Unlocks the handcuffs that lock the valve that raises the bars in the Labyrinth

Key to Hotel Room 204

Location: Unlocks the briefcase in the Lake View Hotel Cloak Room, 2F

Purpose: Unlocks Hotel room 204

Key to Hotel Room 312

Location: In the mail slot behind the Reception Desk, Lake View Hotel

Purpose: Unlocks Hotel room 312

Key to Room 202

Location: Apartment 208, Wood Side Apartments

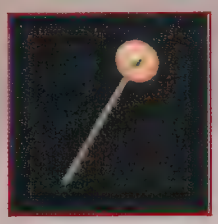
Purpose: Unlocks apartment 202, Wood Side Apartments

Knife

Location: Taken from Angela in apartment 109, Blue Creek Apartments

Purpose: Examining it can influence the outcome of the game

"Lapis Eye" Key



Location: Room M2, Brookhaven Hospital 2F

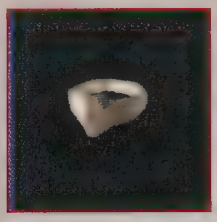
Purpose: One of two keys needed to solve the "Louise" puzzle (see "Purple Bull" Key)

Laura's Letter

Location: Received from Laura in the Lake Shore Restaurant inside the Lake View Hotel

Purpose: New clues in the puzzle of Mary's death...

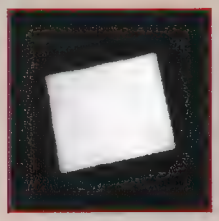
Lead Ring



Location: Refrigerator, "Nightmare" Hospital, 2F Dayroom

Purpose: One of two rings needed to unlock the 3F north stairwell door (see Copper Ring)

Letter from Mary



Location: James' personal keepsake of his deceased wife

Purpose: Examining it can influence the outcome of the game

Light Bulb

Location: Inside the can on the counter, Lake View Hotel Kitchen, B1F

Purpose: Install in the lamp on the counter across from the exit inside the "Venus Tears" Bar

Lighter

Location: Visitors Room in Toluca Prison, civilian side

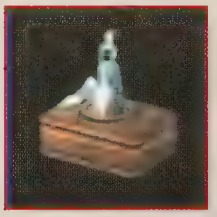
Purpose: One of three items needed to create a handle for the floor hatch (see Horseshoe and Wax Doll)

Lyne House Key

Location: Available after you solve the three-coin puzzle in apartment 105, Blue Creek Apartments

Purpose: Unlocks apartment 209, Blue Creek Apartments

Music Box, "Cinderella"



Location: Lake View Hotel room 202, in the locked suitcase

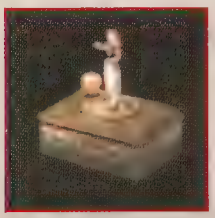
Purpose: One of three music boxes needed to play the large music box in the Lake View Hotel lobby (see Music Box, "Little Mermaid" and Music Box, "Snow White")

Music Box, "Little Mermaid"

Location: Edge of the fountain in the courtyard behind the Lake View Hotel

Purpose: One of three music boxes needed to play the large music box in the Lake View Hotel lobby (see Music Box, "Cinderella" and Music Box, "Snow White")

Music Box, "Snow White"



Location: Lake View Hotel 1F Pantry

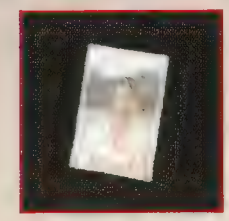
Purpose: One of three music boxes needed to play the large music box in the Lake View Hotel lobby (see Music Box, "Cinderella" and Music Box, "Little Mermaid")

Old Bronze Key

Location: Tin box buried behind the "praying woman" statue in Rosewater Park

Purpose: Unlocks the Silent Hill Historical Society museum

Photo of Mary



Location: Belongs to James

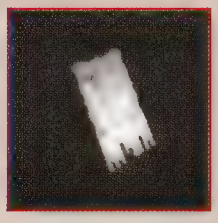
Purpose: Examining it can influence the outcome of the game

Piece of Hair

Location: Inside the quadruple-locked box known as "Louise"

Purpose: One of two items needed to remove the key from the 3F Shower Room drain (see Bent Needle)

"Purple Bull" Key



Location: Document Room, Brookhaven Hospital 1F

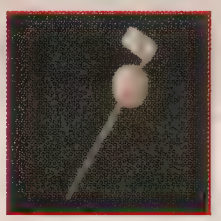
Purpose: One of two keys needed for the "Louise" puzzle (see "Lapsis Eye" Key)

Radio

Location: Construction site, north end of Vachss Road

Purpose: Makes static noise when enemies are nearby

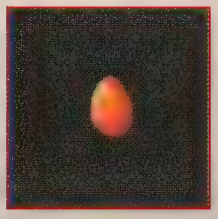
Roof Key



Location: Nightstand in Room S3, Brookhaven Hospital 3F

Purpose: Unlocks the north stair door to the Hospital Roof

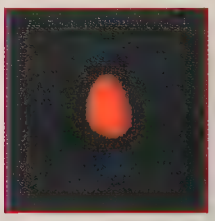
Rust-Colored Egg



Location: Check Pyramid Head after the battle in the "Nightmare" Hotel Lobby

Purpose: Insert into the oblong hole in either one of the two south exit doors

Scarlet Egg



Location: Check Pyramid Head after the battle in the "Nightmare" Hotel Lobby

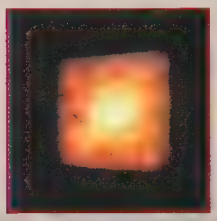
Purpose: Insert into the oblong hole in either one of the two south exit doors

Spiral-Writing Key

Location: Trap room in the unknown area beneath the Silent Hill Historical Society

Purpose: Unlocks the "floor gate" in the downward corridor outside the trap room

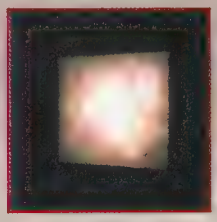
Tablet of "Gluttonous Pig"



Location: Toluca Prison Cafeteria

Purpose: One of three tablets required to solve the scaffold puzzle in the Toluca Prison yard (see Tablet of "The Opressor" and Tablet of "The Seductress")

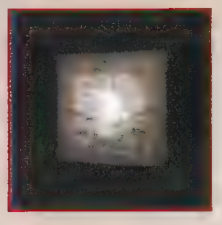
Tablet of "The Oppressor"



Location: Seventh cell of the top prison row, Toluca Prison

Purpose: One of three tablets required to solve the scaffold puzzle in the Toluca Prison Yard (see Tablet of "Gluttonous Pig" and Tablet of "The Seductress")

Tablet of "The Seductress"



Location: Last shower room in Toluca Prison

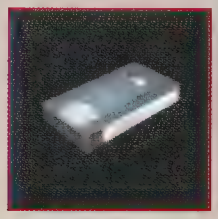
Purpose: One of three tablets required to solve the scaffold puzzle in the Toluca Prison yard (see Tablet of "Gluttonous Pig" and Tablet of "The Opressor")

Thinner

Location: Lake View Hotel B1F, on the floor in the open elevator

Purpose: Removes the marker ink from the photo in room 202

Videotape



Location: Lake View Hotel Office safe

Purpose: Insert into the VCR in room 312

Wax Doll

Location: Ninth cell of the bottom prison row, Toluca Prison

Purpose: One of three items needed to create a handle for the floor hatch (see Horseshoe and Lighter)

Wire Cutter

Location: In the room with the rotating face cube, after speaking to Maria in the cell

Purpose: Cuts the wires across the doorway near the entrance to the Labyrinth

Wrench

Location: House porch beside Gonzales Mexican Restaurant on Lindsey Street

Purpose: Unlocks the bolts on the box buried behind the "praying woman" statue in Rosewater Park

The Book of the Path...

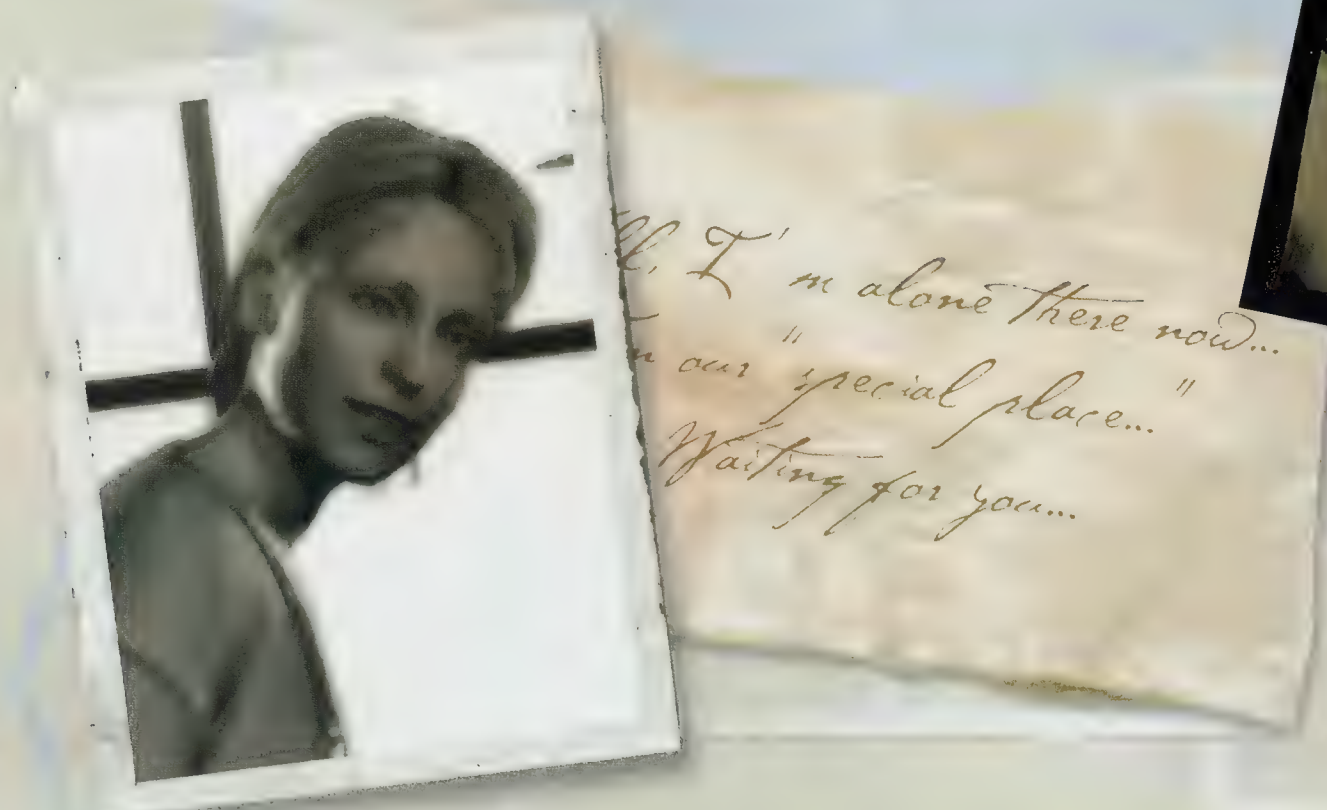
THE BOOK OF THE PATH

The path through the darkness is long and fraught with peril. The items you must find are many and varied. Not every item location is explicitly discussed within the walkthrough text, but all the items are marked on the maps. Because enemy appearances will vary dependent upon the difficulty level you select, not every enemy location is overtly cited. The walkthrough is written mainly for the Normal Action difficulty level, with additional notes to cover other difficulty levels. Item placements are the same for all difficulty levels.

Many of the puzzle solution codes required to advance in the game are randomly generated. Therefore, it is impossible to provide predetermined solutions for those specific puzzles. However, in those instances, we show you how and where to find the code every time. Keep a pad of paper handy to write down such codes, and to help solve other puzzles.

Prologue

James Sunderland drives all day and all night, reaching the south side of Silent Hill sometime in the mid-afternoon. The South Vale area recently began a total remodeling, and many areas of town are blocked off by construction until the dilapidated, abandoned buildings can be torn down. The route into town, Nathan Avenue, is blocked off at the underpass. James will have to enter town on foot by navigating through the nature trails that run along the Wiltse River. He stops briefly in the highway restroom to stretch and refresh. Mary's letter says that she's waiting at the "special place." He decides to search in Rosewater Park, where he and Mary spent a great deal of time together.



SILENT HILL
Lake Side Amusement Park
Lake View Hotel
Sandford St.
Sandford St.
Toluca Lake
Pikeville 26 COUNTY
Nathan Ave.
Rosewater Park
Nathan Ave.
Carroll St.
Monson St.
Katz St.
Neely St.
Martin St.
Lindsey St.
Vachss Rd.
Rendell St.
Harris St.
Saul St.
Sanders St.
Wiltse Rd.
Pleasant River 73 COUNTY
SAFE
Observation Deck

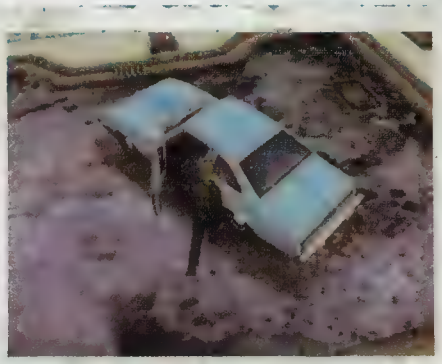
East South Vale

Map Key

- SAVE = Save Point
- = Health Drink
- = First Aid Kit
- = Handgun Bullets
- = Ampoule
- = Shotgun Shell
- = Rifle Shell

Beginning of the Nightmare

Exit the restroom, and James will stare across the lake for a while. When he's finished reminiscing, run around to the open driver's side door of his car and take the **Map of Silent Hill**. Then run west to the stone steps that enter the greenbelt. A long distance down the path, James stumbles across a water well. Examine the well to find a piece of red paper floating inside.

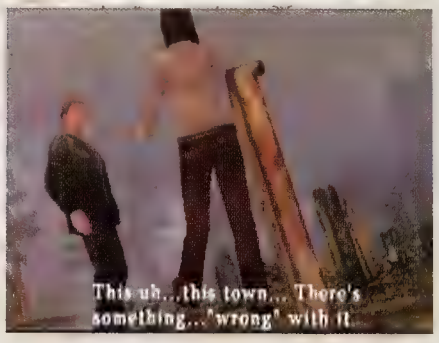


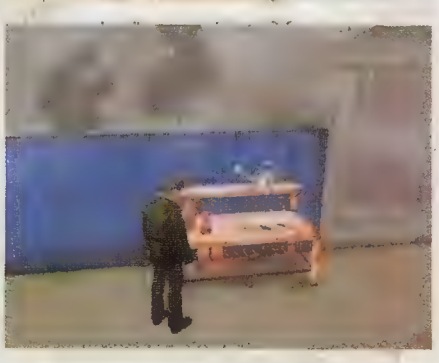
SAVE

LOOK FOR THE RED PAGES

Red papers mark all of the save points in the game. As you use this walkthrough, look for save point icons like the one to the left of this note. These mark the locations of all the save points in the game.

Continue west along the trail from the well until James reaches the lakeside graveyard. He meets Angela, another tourist in Silent Hill. After the conversation, exit through the west gates and continue on the path.





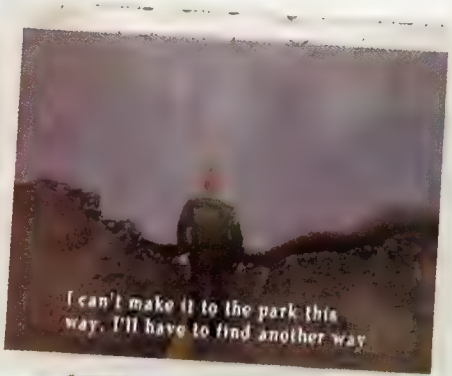
The path eventually merges onto Wiltse Road and runs along the dry river canal until it intersects with Sanders Street. When you reach Sanders, keep running directly across the street to the Flower Shop. Further East of the shop is a bench where you can find a **First Aid Kit**.

PICK-ME-UPS

Health Drinks and First Aid Kits help James stay alive and regain strength. If your Status Gauge in the Menu is red, or if James' heartbeat reverberates through your controller, then use one of these items immediately. You'll usually need about four Health Drinks or two First Aid Kits to get James back up to green status from red status. If you press the R3 button (right analog stick), James will automatically use a First Aid Kit without having to enter the Menu.

Follow the Strange Figure

Continue west on Sanders to the intersection at Lindsey Street. James finds a rather gruesome scene and notices a figure traveling north. James cannot and will not proceed west from this point, so head north toward Vachss Road. Along the way, look for items on the east side of the street. What appears to be some kind of cave-in has obliterated the north end of Lindsey Street. James must now find an alternate route to Rosewater Park.



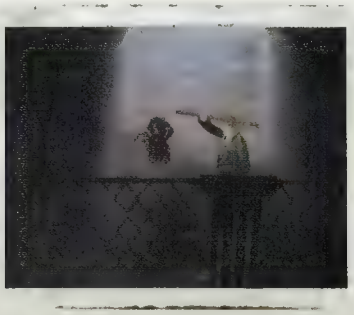
A strange monument that resembles a historical marker stands across from the entrance to Vachss Road. Apparently, the whole South Vale area was once covered by swampland. Although it was previously called "Blood Swamp," the reason why is mostly scratched out of the stone. This etching is recorded as James' first **memo**.

SAVE

Judging by the map, the only remaining way to try to reach Nathan Avenue is to go northeast on Vachss Road. En route, a small patio on the right has **2 Health Drinks** and a **save point**. Things are about to get ugly, so backup your game for safety and continue east.

Continue through the fence and north along the unfinished dirt path until you reach the construction zone at the end. A strange static noise emanates from behind the barricade. Press X to investigate, and James climbs into the tunnel. Something evil waits inside...

The First Enemy



James finds that a **Radio** is making all the commotion. The static interference seems to be due to be the presence of a bizarre monster nearby. James tears a **Wooden Plank** from the barricade structure to use as an implement of defense. Hold the R2 button and walk toward the creature. A step or two away from it, press X and James will pull back the Plank to strike. With good timing, you will walk into the creature just as James clubs it with the board. Try to strike swiftly and confidently, before it spews some kind of grotesque fluid at James. After only two or three blows, the monster should die.

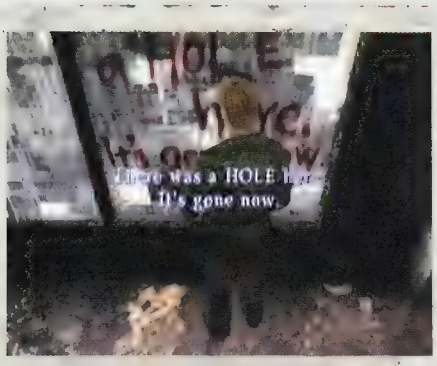
IT ONLY GETS HARDER...

This "quick death" occurs only in this particular instance, so don't get used to things being so easy!

Exit the construction zone and head back toward Lindsey Street. Enemies now line the avenues in moderate quantities. Use the maps within this walk-through to seek out the Health Drinks, First Aid Kits and Handgun Bullets scattered around town.

Finding the First Clue

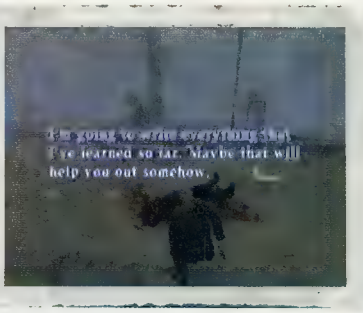
There is a motorhome on the south side of Saul Street; it's at the west end near the locked gate. Inside the trailer, there is a note stating that someone will be waiting at the bar on Neely Street. James marks the destination on his map. Another **save point** is conveniently located in the trailer.



Go to BAR Neely's, which is marked on the map. James will find another map inside on the counter—it has someone else's markings. He will copy this information to his own map. The next destination is the north end of Martin Street, where the question mark is scribed on the map. Before James returns outside, he discovers a strange message written on the covered window; does it mean that there was a drinking hole here or an actual hole in the ground?

Searching the Dead

At the north end of Neely Street, **memo pages** are scattered around a dead man. Each of the six pages contains a valuable tip for playing the game.

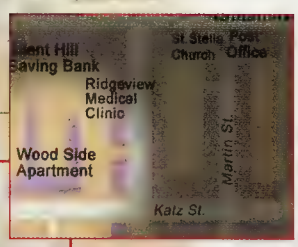


BE CAREFUL!

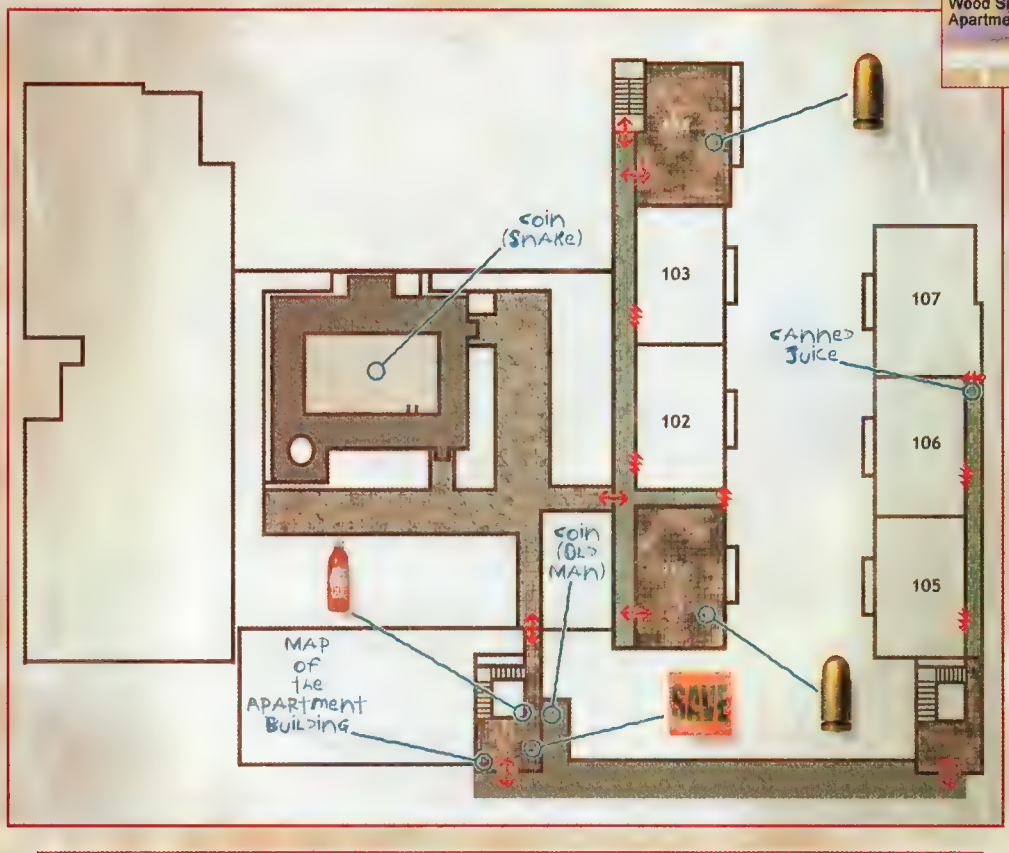
As James reads the six memo pages strewn on the ground, he remains vulnerable to attack.

The question mark on the map notes the location of another corpse at the top of Martin Street. Search it for the **Apartment Gate Key**. Exit the alleyway and head west on Katz Street toward the Wood Side Apartments. Search the gate in front of the apartment complex until you find the entrance, which is highlighted by a tighter camera angle (as shown). Use the Apartment Gate Key to enter the front courtyard, and go inside the double doors directly behind this gate.

Wood Side Apartments



Wood Side Apts. level 1F



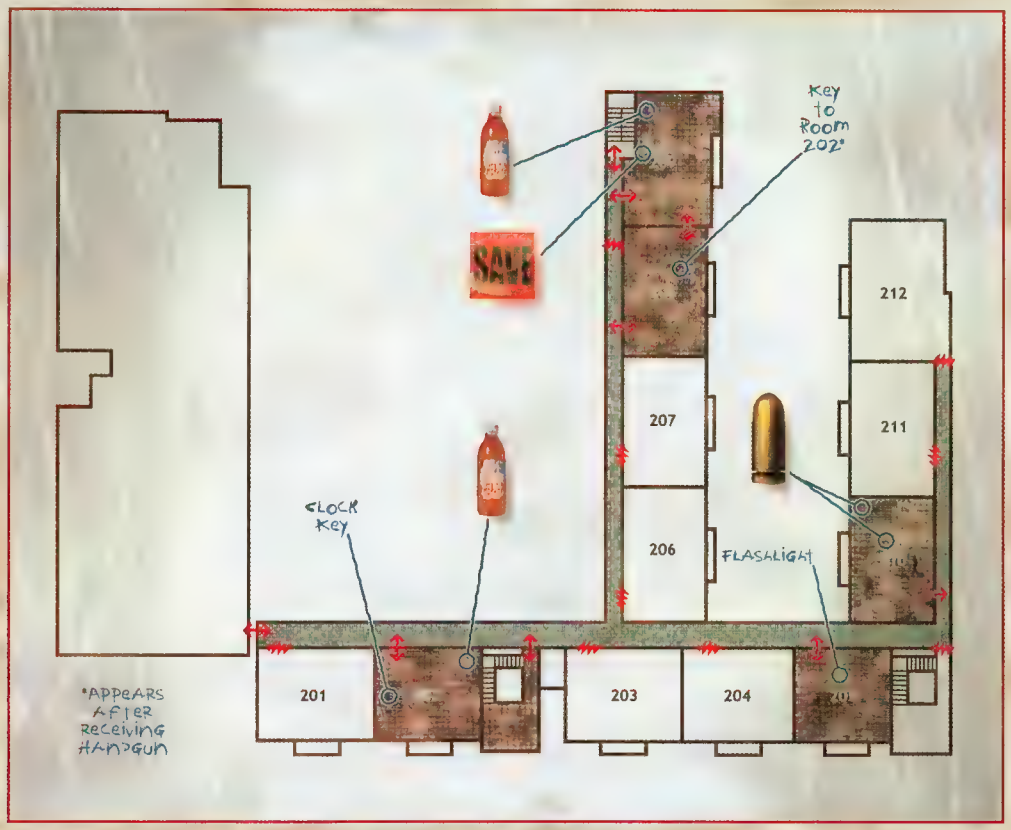
Map Key

= Save Point | = First Aid Kit | = Ampoule | = Rifle Shell
= Health Drink | = Handgun Bullets | = Shotgun Shell

Finding a Light Source

Inside the Wood Side Apartments lobby, things are a tad on the dark side. Turn to James' left and you'll spot a full **Map of the Apt. Building** on the bulletin board. A **save point** and a **Health Drink** are also in the lobby. The door at the bottom of the steps is locked, so head up to the second floor. Your next goal is to find a Flashlight to aid your vision in the dark.

Wood Side Apts. level 2F



Map Key

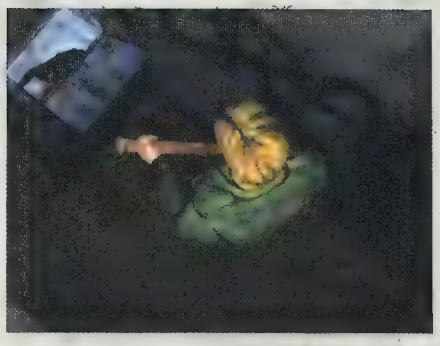
- = Save Point
- = Health Drink
- = First Aid Kit
- = Handgun Bullets
- = Ampoule
- = Shotgun Shell
- = Rifle Shell

As you can tell by the Radio sounds, the floor is full of enemies and it's pitch dark!

WHY CAN'T I SEE THE MAP?

There are a few scattered light sources on this level, so if you want to read the map, you'll have to find a bright spot and stand in it.

The washroom near the stairs is pretty well lit, and there's some strange garbage stuck in the disposal chute. You will need to find something heavy to knock it out of there.

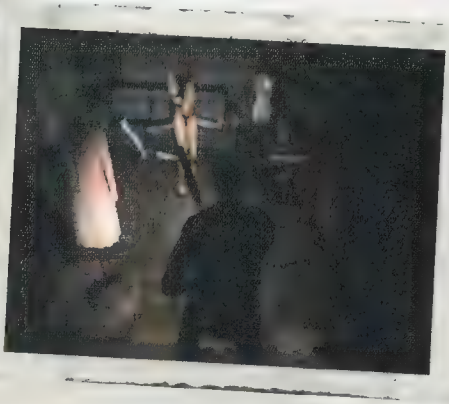


Head west, and refer to the map often in order to find and enter apartment 205. Hanging on a fashion dummy inside this suite is the **Flashlight**. James automatically equips and turns on the Flashlight, just in time to see a new type of enemy rise up from the back.

MANNEQUIN

The Mannequin is a strong monster. But it's slow and can attack only at extremely close range.

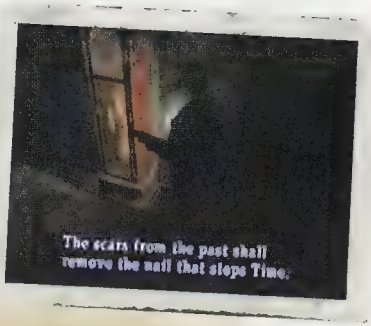
After you defeat the Mannequin, examine the fashion dummy once more. James notes that the clothes displayed are extremely similar to Mary's!



Check the Rest of 2F

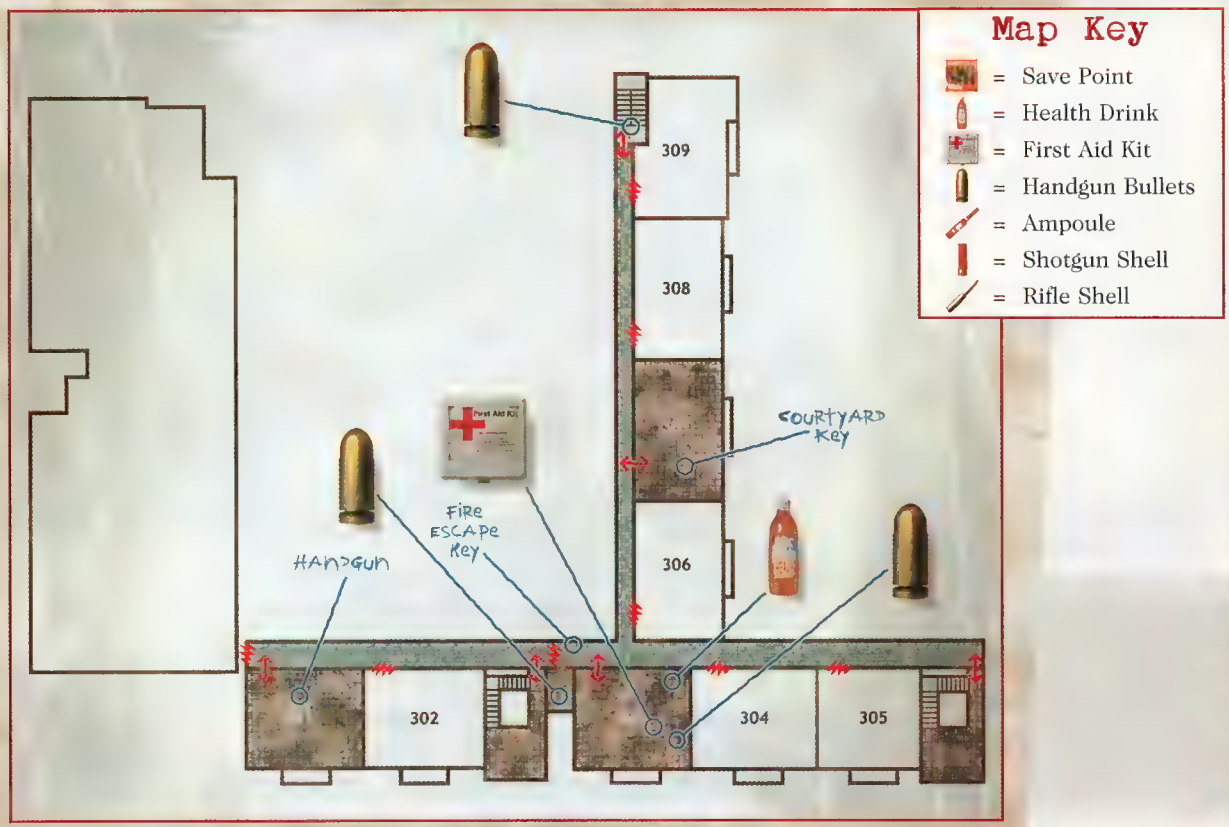
In apartment 210, James will find **2 boxes of Handgun Bullets** in the separate bedrooms, but there are several enemies to defeat before you claim them. The only other apartment currently open on this floor is 208. Inside 208, there is an important **memo** on the phone table near the entrance. It describes something about the clock in the next room.

In 208's open bedroom, there are some markings on the wall. Three names are given to three lines scrawled at different angles. Another important clue is scratched on the side of the clock itself. When you try to push the clock, it can't be moved. Exit 208 and head back to the stairs. Since there is nothing else to do on 2F, head up to the top level.



What is on 3F?

Wood Side Apts. level 3F



Some bars separate the corridor, and an important-looking key is just on the other side. Try to reach through the bars to get it. As James struggles, a young girl stomps on his hand and kicks the key out of range. Who is this spry young brat, and why is she picking on James? Now you'll have to go all the way around 3F to get the key.

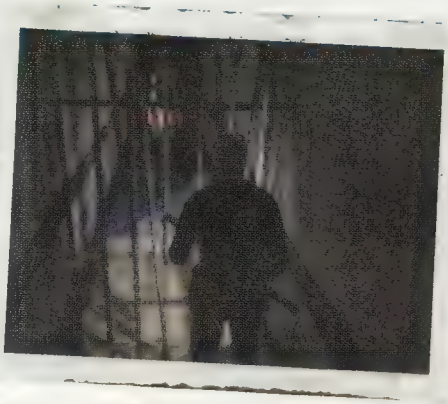
The only apartment open on 3F is number 301. The **Handgun** is in a shopping cart sitting in the middle of the room.

SAVE THE HANDGUN FOR LATER

Avoid equipping the Handgun immediately. Continue fighting enemies melee-style with the Plank until you've built up your ammunition reserves quite a bit more. Another note later in the walkthrough shall indicate when we recommend you begin using the Handgun.

Getting Past the Bars on 3F

Return to 2F and start heading back toward apartment 208. James will hear a menacing noise in the corridor. Race north toward the apartment where the clock puzzle is located. Standing beyond the bars that block the corridor north of 208 is a curious figure in red. What kind of madness is this?

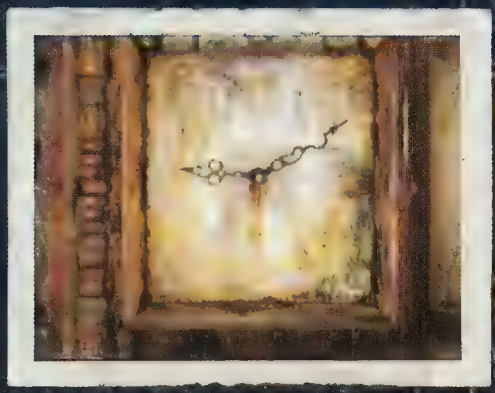


Things only get worse when you enter 208. Someone sitting in front of the television set has been murdered! On the bookcase behind the corpse, someone has left the **Key to Room 202**. Ponder these mysteries as you exit 208 and head back to apartment 202, which is just past the exit to the stairway.

Inside 202, be sure to check in the kitchenette for a **Health Drink**. Then enter the open bedroom to find a bunch of dead moths and a strange hole in the wall, which is surrounded by green slime. After James gropes around inside and lets something nibble at his hand, he will pull out the **Clock Key**.

Return to 208 and use the Clock Key to gain access to clock face. The hands will be set to some random time. Using the clues you've found in the apartment, you should be able to solve this puzzle.

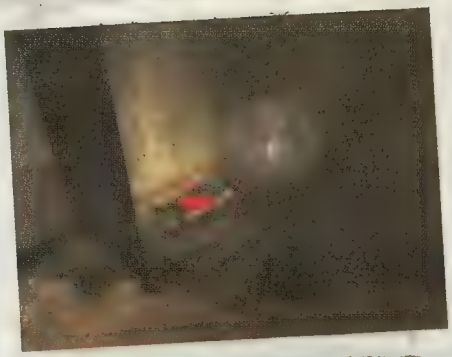
Clock Puzzle

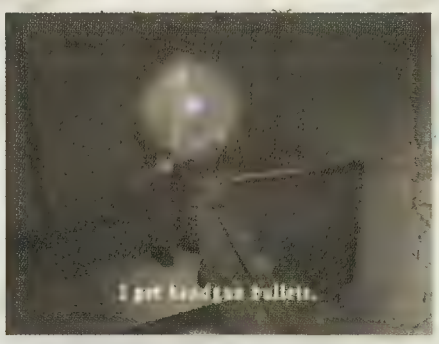


The phone table memo states in riddle form how the clock's hour, minute and second hands are named, and the scratches on the wall tell you how the hands should be adjusted. By pressing your controller's movement control left or right, rotate the clock hands either way until they are set to 9:10. You should hear a loud clank. The riddle may be different depending on how difficult you set the Riddle level of the game, but the answer is always 9:10, reflecting the angles of the scratches on the wall.

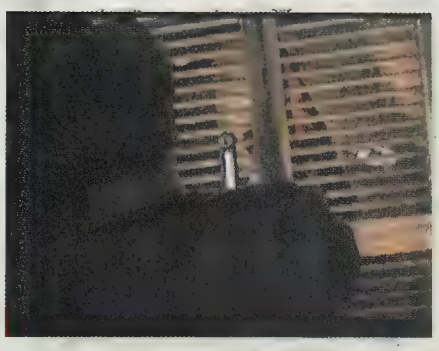
Now move James beside the clock, facing the side with writing, and push the piece aside to reveal a hole in the wall. This leads into the next apartment.

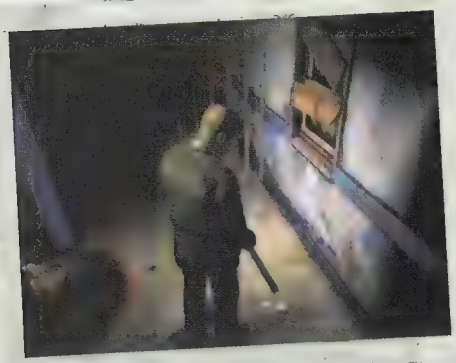
Further into the apartment, a **save point** lies on a pushcart and a **Health Drink** hides in the kitchenette. Exit 209 into the corridor behind the bars, and enter the north stairwell. At the top of the stairs you'll find **Handgun Bullets**.





Walking down the 3F corridor, head south and enter apartment 307. James encounters bizarre creatures doing bizarre things, and the pyramid-headed creature almost discovers James in the closet! After the monstrosity is chased away, step back into the closet and pick up the **Courtyard Key**. There's nothing else in the apartment except mutilated Mannequins.



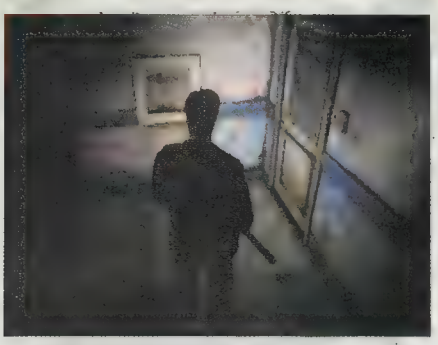


From 307, move south to the corner and head west toward the bars across the corridor, defending yourself from Patient Demons all the way. Search the ground by the bars for the key that the child kicked out of James' reach, the **Fire Escape Key**.

More Things To Do in Wood Side

Searching around apartment 303, you'll find a **Health Drink**, **First Aid Kit** and **Handgun Bullets** scattered in different areas. However, the Patient Demon in the one bedroom requires your attention first. Wait patiently until it emerges, so you can easily bash it to death.

This concludes the tour of level 3F. Run to the last door at the east end of the corridor. Use the east stairs to go all the way down to the second (east) lobby.



The north door in the lobby is open. At the top of the corridor, in front of the entrance to apartment 107, there is some **Canned Juice**. You might be wondering, what in the world do you need soft drinks for? Return to the lobby and unlock the front double doors. Cross the front patio to the west lobby, and return to 2F.

Collecting the Coins

Return to the laundry room near the 2F west stairs and use the Canned Juice to knock the stuck garbage out of the chute. Now exit the west lobby again, and run to the incinerator in the space to the right of the lobby entrance. The garbage has dropped into the incinerator; search it to find the **Coin [Old Man]**. Also in the garbage is a gossip rag containing a very important article.

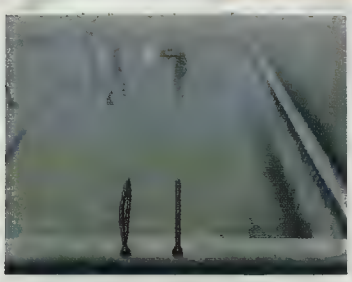
READ THE ARTICLE

Study the article well because there will be a pop quiz later. Believe me—I'm not joking!

Now go back down to the first floor of the west lobby, where James first entered the building, and use the Courtyard Key on the door at the foot of the stairs.

USE THE HANDGUN

Now is a good time to equip the Handgun.



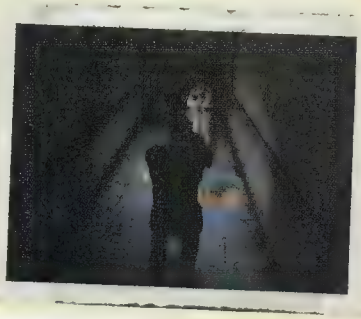
Ascend the deck to the pool area and equip the Handgun. There are three Patient Demons inside the empty pool. This may sound crazy, but in order to see them clearly you must jump in with them! Stay along the edges near the pool walls, don't get caught between two or more of them, and just keep shooting as they approach. When one or two finally fall dead, try to stomp the life out of the remainders in order to conserve bullets. Then move to the baby carriage to find the **Coin [Snake]**. Use the northwest steps to climb out of the pool.

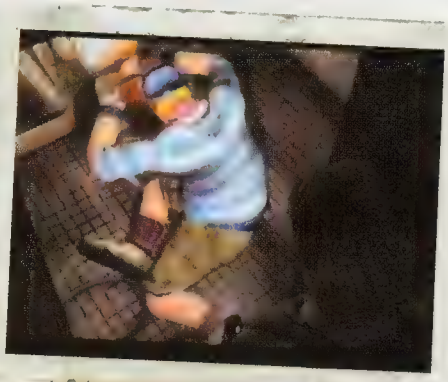
One More Character to Meet

Go to the east door of the courtyard area and enter the only corridor in the building you haven't searched yet.

WHICH WEAPON?

The enemies here are too numerous and too close for comfort, so continue using the Handgun to defend yourself for now. But after these encounters, go back to using the Plank in order to save rounds.





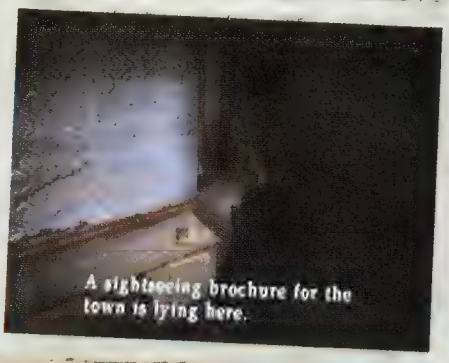
Move south and enter apartment 101. In the kitchen, another fresh murder victim has been shoved in the fridge. You'll find **Handgun Bullets** on a chair in the corner. Follow the sounds of gagging and vomiting over to the north bedroom door. A big guy named Eddie is getting sick in the toilet. After some uneasy introductions, James decides to leave before the heaving young man coughs up a BMW or something.

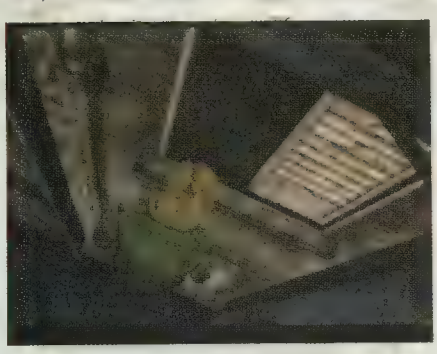
HE HAS AN ENGROSSING PERSONALITY

Even though there are no key items in the room where you meet Eddie, this important encounter cannot be skipped or you will be unable to proceed later on.

Moving on to Blue Creek

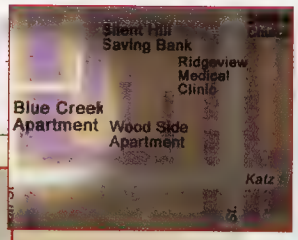
James is now ready to leave Wood Side, but there's one last item to claim if you're interested. In apartment 104, James will find a few enemies guarding a tourist guide **memo** and some **Handgun Bullets**.



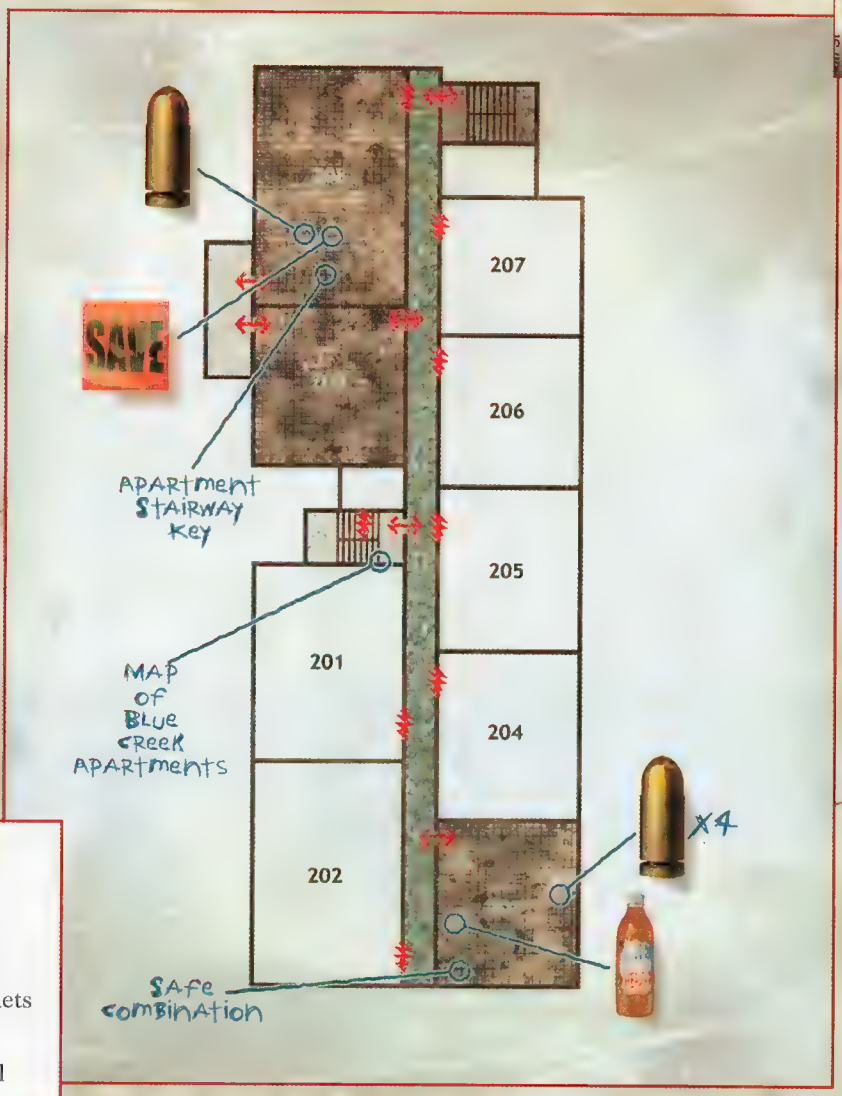


To exit Wood Side Apartments, head back up to 2F by the north stairs or the west lobby stairs, whichever you prefer. At the west end of 2F, use the Fire Escape Key to open the blue door at the end of the hallway. James finds that the fire escape has been removed and the building next door seems to have moved closer. He climbs through the open window into the next building.

Blue Creek Apartments



Blue Creek Apts. level 2F



Map Key

- = Save Point
- = Health Drink
- = First Aid Kit
- = Handgun Bullets
- = Ampoule
- = Shotgun Shell
- = Rifle Shell

THIRD FLOOR?

Although a map of the third floor of Blue Creek Apartments is provided in the game, James never explores it.

Opening the Safe

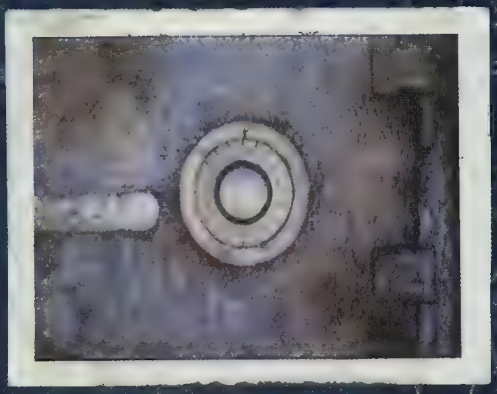
Move through the bedroom into the bathroom, and examine the clogged toilet. James must plunge his hand into the fecal slime, and he will drudge out a wallet that contains a combination code.

WRITE DOWN THE COMBINATION

Take a piece of paper and jot down the combo from the wallet in the toilet, including the arrow directions! Because this code is randomly generated, we cannot tell you what it is for certain.

In the living room area of this same apartment, a combination safe sits on a chair in the corner. Use the combination to open the safe, and inside you'll find **4 boxes of Handgun Bullets**! James' amateur plumbing job was totally worth it...

Combination Safe Puzzle



To use the combination, rotate the dial either way until it is set to the first number. Now, using your controller's D-pad for accuracy, press the first direction indicated in the combination. In other words, if the first arrows of the code point to the right, press right on the D-pad until you reach the second number. Then press the direction of the second set of arrows until you reach the third number. Press the direction of the last arrows until you reach the final number. The safe should open immediately. Unlike a real combination lock, *you do not have to rotate the dial once or twice between each number.*

In Hard Riddle mode, convert any roman numerals and add them together. "X" equals ten, so "XX" means 20. "V" sometimes replaces 5, so "VV" is equivalent to 10. Any Arabic numbers to the right of the roman numerals should then be added to the total. For instance, "VV5" will be equal to 15, or "X2" is equal to 12.

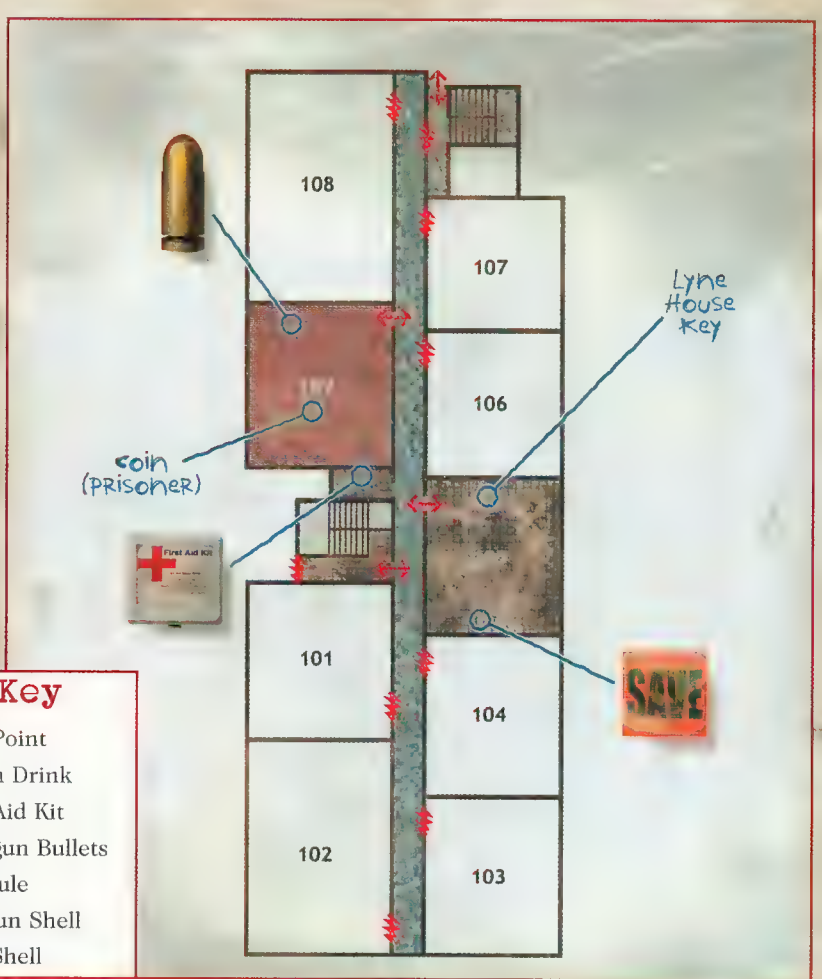
Finding a Map of Blue Creek

The corridors in Blue Creek are teeming with new enemies, but don't use a lot of bullets. Restrict yourself to using the Wooden Plank to oppress the monsters. A note to Tim is on the door of the apartment just past the "EXIT."

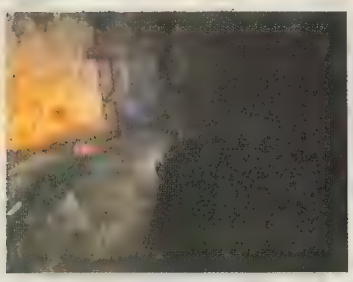
Go through the exit door in the middle of the corridor, which enters a stairway. The **Map of Blue Creek** is on the floor just inside. We recommend that you get the map before you attempt a thorough search of the building. Now you won't be so lost in the dark, and you can find your destinations more easily. View the map for a moment to get oriented, and note that you entered the building through apartment 203.

How to Get the Key to Apt. 209

Blue Creek Apts. level 1F



Descend to the first floor of Blue Creek Apartments. In the laundry room on 1F, you'll find a **First Aid Kit**. The room directly across from there, apartment 105, contains a **save point** in the closet and a secretarial with five slots in it. The riddle inscribed on the locked desk hints that you need three coins for it to open, so you must find the last money piece before you can solve this puzzle.



Go to apartment 109, which is the only other open door on the first floor. A child's teddy bear is on the floor and some **Handgun Bullets** lie on the couch nearby. Go through the white bedroom door, and James will encounter Angela again. After a tense confrontation, Angela hands over her **Knife** to James. It's not a weapon, but James will hold onto it until later. Search the nightstand for the **Coin [Prisoner]**. There is a torn photograph in the middle of the floor with interesting connotations.

WHICH GAME ENDING?

If you want to achieve the "sad" ending of the game, view Angela's Knife in the Inventory Menu by highlighting it and selecting the "Examine" command. If you don't want to see the sad ending, then do not ever examine this Knife item during the entire game. The choice is really up to you, since there is no "penalty" for getting the sad ending. More is explained in The Book Of Secrets chapter of this guide.

Return to apartment 105 and save your game before you attempt to solve the puzzle on the secretarial. The **save point** is in the south alcove inside the apartment.

WHY SAVE NOW?

The reason we suggest saving first is that the combinations you attempt may be wrong, and getting the coins properly aligned may take a while. If you've just saved, then once you know the correct order of the coins you can do a soft reset (L1+R1+START+SELECT) and solve the puzzle more quickly. Alternatively, you can use the solutions we've provided here. Solving the riddle yourself is more gratifying, so give it a shot on your own before you look at the solution listed below.

Three-Coin Puzzle

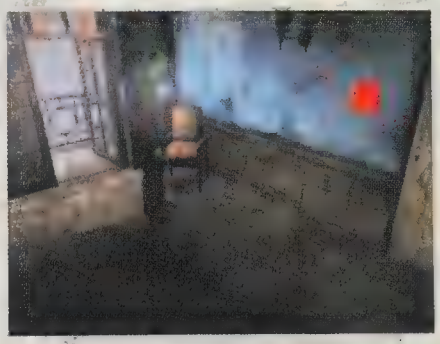
The solution to the puzzle is different based on which Riddle Difficulty you selected at the start of the game. The riddle describing the puzzle is also worded differently, making it more difficult to comprehend in the harder modes. The three solutions are below. Place the coins in order from left to right, leaving certain slots "empty" where indicated.

Easy: Old Man, Empty, Snake, Empty, Prisoner

Normal: Empty, Old Man, Prisoner, Empty, Snake

Hard: Empty, Old Man, Empty, Snake, Prisoner

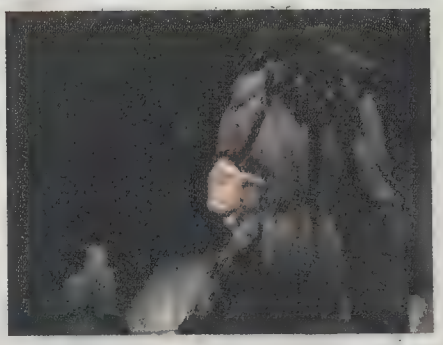
Finding the Exit Key



When you've finally opened the secretarial, take the **Lyne House Key** back up to 2F and use it to unlock apartment 209. Inside this open room, you might hear some bizarre whispering. Turn up your volume and try to catch what is said! Exit to the balcony and cross over to the bedroom of apartment 208. There are some **Handgun Bullets** in the chair, there is an obvious **save point** on the wall, and the **Apartment Stairway Key** is on the other side of the bed. If you examine it carefully in the Menu, it is engraved "north stairs."

BOSS FIGHT AHEAD

Be certain to save your game in this room. Your first terrifying fight with a superior boss monster is just seconds away!



Return through 209 to the corridor, and use the Apartment Stairway Key on the blue door to the north. Equip your Handgun before you enter because James has just caught up with the invincible pyramid-headed monster, and it's time for a showdown!

PYRAMID HEAD

Immediately raise the Handgun and start firing. Remember to count off all ten shots in your head, and always reload your gun through the Menu rather than making James do it for you! This will save precious seconds where Pyramid Head might get a chance to strike.

Pyramid Head wields a mighty blade so heavy that he has to drag it behind him. He will rear back slowly, lift the blade, and then swing it at James. If the weapon nicks James, he will take heavy damage. But if the blade "cleaves" James, the game will end. One successful attack is all it takes!

The strafing move is supremely important here. As you fire shots, remind yourself which controller button corresponds to James' left and which corresponds to his right—they are backward from your perspective during the battle. When Pyramid Head moves as close as he is shown in the first screenshot, and he starts to heft the blade, lower your weapon and strafe to the other side of the room by pressing R1. Strafing is better than running because James gives the creature a wider birth by running sideways. Lightly tap left on the D-pad or control stick as you strafe so that James turns when he reaches the corners.

Start firing, and keep shooting until you empty the clip or Pyramid Head gets to the position in this shot.

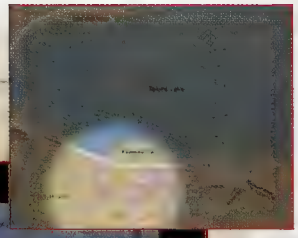
Keep firing at Pyramid Head off screen until it turns and steps just into this camera angle, then strafe back to position one.

In the bottom section of the room, keep firing at Pyramid Head even though he's off screen. You should hear a clunk every time a bullet hits him. When the monster moves into camera frame here, strafe back to the first position near the door. Always try to keep Pyramid Head in the middle of the room; don't lead him to the outside wall!

After you've fired about 35 Handgun shots (50 in Hard mode), an alarm will begin to sound in the distance. Pyramid Head will turn and start walking down the stairs. Do not approach or follow him, or he will turn and very quickly slay James! Watch James' face as he follows Pyramid Head's movement down into the silvery waters. In a moment, the waters will drain and you may descend the steps to exit the apartment building.

Don't follow Pyramid Head too closely when the alarm sounds, or he'll cut James in half!

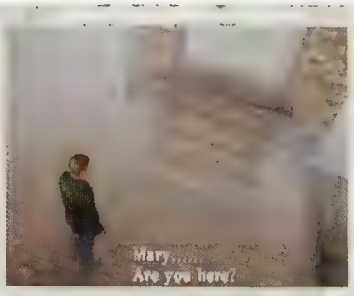
West South Vale

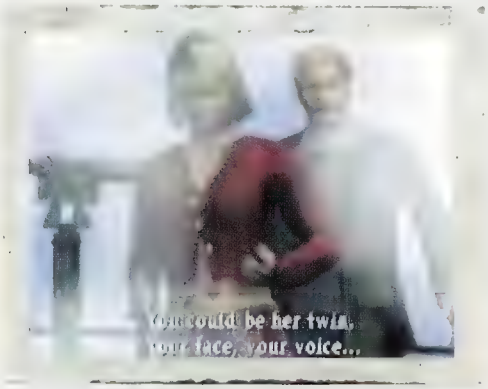


Finally, Reaching the Park

As you are exiting the Apartments, head west and find the **First Aid Kit** near the fence. Since the west part of the street has suffered a mysterious rupture, go north in the alley. James finally catches up to the little girl who smashed his fingers and kicked the key. Still coquettish and impudent, she mentions something about Mary and runs off.

Continue up the alley and look for a stairwell on the left side. Up these stairs, James can collect **2 boxes of Handgun Bullets**. Heading north, James will finally reach Rosewater Park. As you proceed through this area, search for helpful items on all of the patios, alcoves and gazebos. Use the maps to aid your quest.





On the waterfront, look for a **Health Drink** next to a viewer, then head west until James meets a pretty and strangely familiar young woman. Her name is Maria, and she will follow James for the next portion of the game.

PROTECT MARIA

If Maria is killed or if James accidentally shoots her even once, then the game is over. You must protect Maria's life just as if you were trying to defend James, so think cautiously while she's around. If Maria grunts or takes a lot of damage, this will affect the outcome of the game. The amount of time that James spends in Maria's company also affects the ending, as well as if she is ever lost or separated from James for a short period. See The Book of Secrets chapter of this guide for more details.

Heading Toward the Hotel

Head south and search along the right as you exit the park. A Mannequin should be guarding a **Health Drink** near the main building. As you search for other items in the West South Vale area, use the **save point** located on the trunk of the car inside the parking lot of Jack's Inn.

At the Texxon Gas station, the **Steel Pipe** sticks out of the hood of a car. This is a much better melee weapon than the Plank, which you should never have to use again from here on. Search around the service buildings for **Handgun Bullets x2** and **3 Health Drinks**. Yet another **Health Drink** rests by the curb in front of Pete's Bowl-A-Rama across the street.

You can read several billboards along the roadside as you run northwest on the north side of Nathan Avenue toward the Lake View Hotel. You will reach the blocked-off Boat Docks, where a **First Aid Kit** lies. The Silent Hill Historical Society is locked for now. Continue the long journey up Nathan Avenue.

IGNORE THE MANNEQUINS

MANY MANNEQUINS AND ENEMIES WILL FLING THEMSELVES ONTO THE ROAD. BUT YOU'RE BETTER OFF NOT WASTING TIME WITH THEM.

Eventually, the route ends because the bridge has collapsed. A map near the corpse some steps away indicates that you missed something at Pete's Bowl-A-Rama. Collect the **Handgun Bullets** a few feet above the dead man's head, and then run back to Pete's.

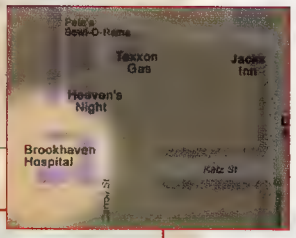
Chasing the Little Girl

Maria chooses to remain outside as you enter the bowling alley. Go in the first door on the left, and a scene between Eddie and the little girl occurs. James arrives just as she runs off, but he learns her name from Eddie. Take a few steps outside and Maria will return, having chased the little girl behind the building. Run through the side parking lot to the gate in back of Pete's.

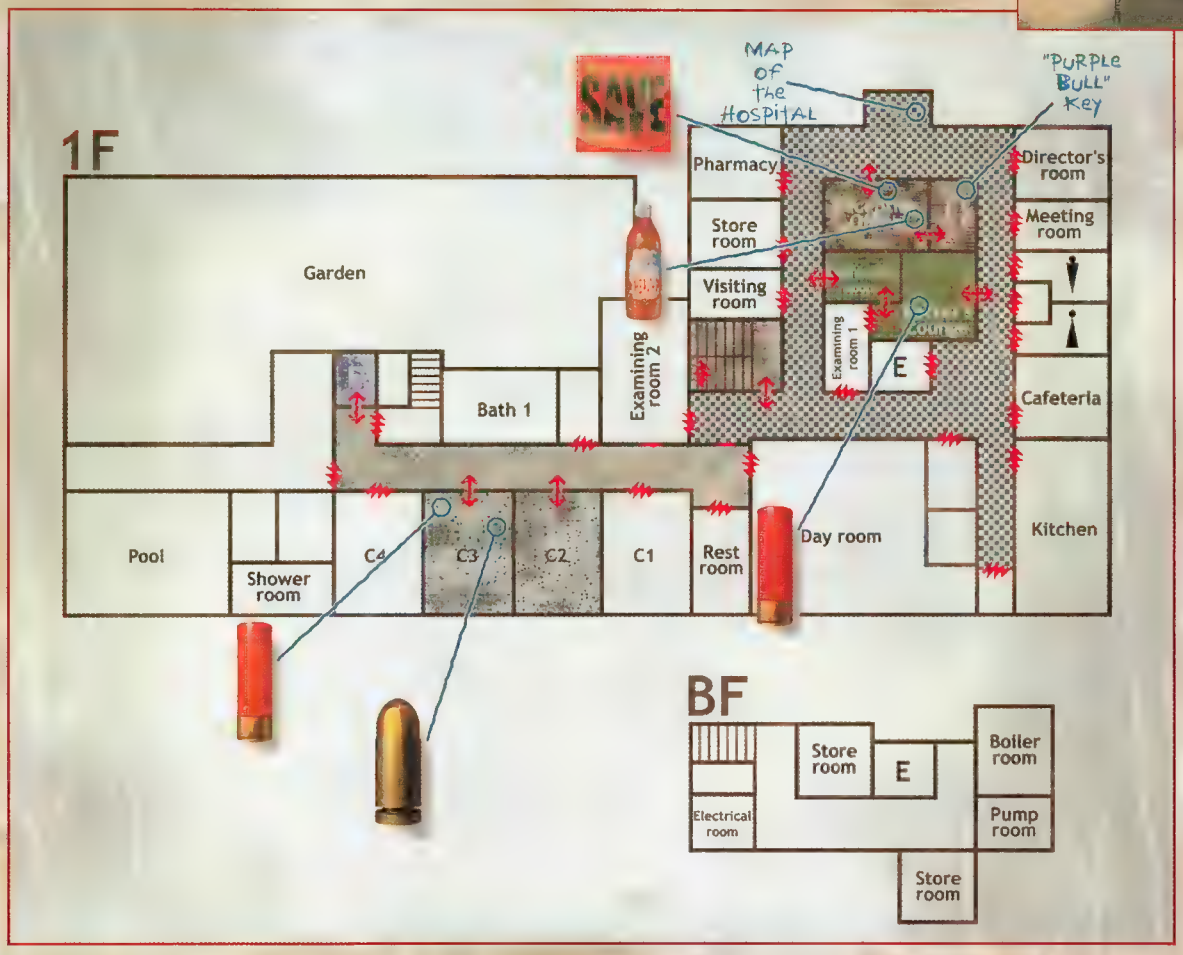
In the back alley, head south until Maria points out the crevice through which the little girl slipped. Then backtrack to the gate Maria points at, and she will unlock it for you. Inside, go up the stairs and through the green door, into the Heaven's Night bar. Any thoughts as to why Maria holds the keys to a strip club?

There is a **First Aid Kit** on one of the tables in the club. Exit Heaven's Night and run south on Carroll Street. Keep moving south until Maria sees the little girl run into a medical building. Follow her inside the Brookhaven Hospital, where more tragedy waits to unfold...

Brookhaven Hospital



Brookhaven Hospital levels BF and 1F

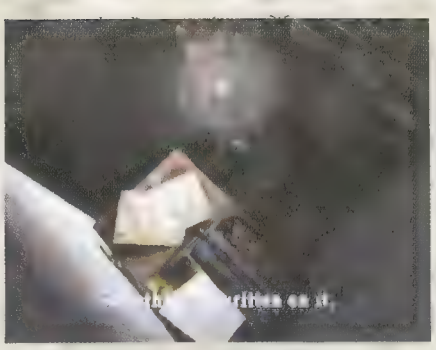


Map Key

= Save Point | = First Aid Kit | = Ampoule | = Rifle Shell
= Health Drink | = Handgun Bullets | = Shotgun Shell

Searching the Hospital

On the right side of the entrance doors, you'll easily spot the **Map of the Hospital** on the directory board. Take a quick glance through the names of the rooms, especially on this first level. Go into the Reception Office first, through the door directly across from the entrance.



Next to the **save point**, you'll find a **memo** detailing the various conditions of three patients. There is a **Health Drink** on the desk behind where Maria is standing. In the connecting Document Room, James finds a doctor's journal next to a typewriter. There is also the strange **"Purple Bull" Key**.

Enter the stairway next to Examining Room 2, and trot up to 2F.

The Resident Staff

Brookhaven Hospital levels 2F, 3F and RF

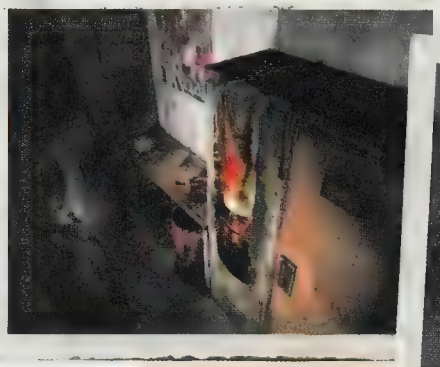
Map Key

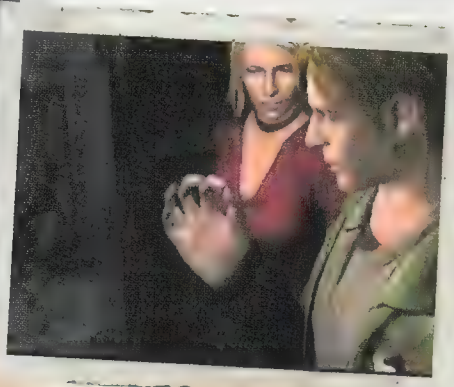
SAVE = Save Point
= First Aid Kit
= Ampoule
= Rifle Shell
= Health Drink
= Handgun Bullets
= Shotgun Shell

TAKING OUT THE NURSES

Nurses make their demonic rounds this level. Use the Steel Pipe to attack from outside their reach. Resort to using the Handgun against them only when more than one Nurse is extremely close.

Go inside the Men's Locker Room with Maria and search the messy lab coat for the **Examination Room Key**. We will go back downstairs to use the key in a little while. First, go across the hall to the Women's Locker Room. Examine the teddy bear to find the **Bent Needle**. In the locker next to the bear is the awesome **Shotgun**. Save the Shotgun to use against boss monsters and for very late in the game.



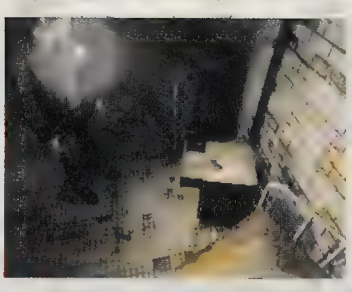


Enter the patient's wing and go into Examining Room 3. On the mattress is a **First Aid Kit**. Further back in the room is a typewriter, into which a carbon is stuck. The madman's message contains a four-digit code.

REMEMBER THE CODE

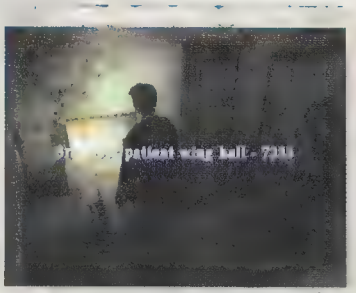
Jot down this code on a piece of paper for later use!

The medical room marked M2 contains a small nightstand. A drawer is open in the nightstand; it contains a **"Lapis Eye" Key**. **Shotgun Shells** sit on top of the nightstand. In room M3, James must knock a Nurse to the ground and crush the life out of it, and then search in the back corner for **Handgun Bullets** and a **Health Drink**. Room M6 also contains **Shotgun Shells** and a **Health Drink**.



Entering the Third Floor Wing

Return now to the first floor and unlock the Examination Room. Inside you'll find some lab results on the shelf near the door. Continue into the Doctor's Lounge and fish the **Shotgun Shells** out of the sink. The code for the third floor patient wing is on the bulletin board next to the file cabinet; the code is "7335" in Easy and Normal Riddle modes. In Hard Riddle mode, there is a bit of a puzzle to figure out. Three letters are given instead of a code (see the next paragraph).



Climb the stairs up to level 3F, and be ready to blast some Nurses in the corridor. A **First Aid Kit** is on the floor across from the elevator. Beside the double door to the patient's wing, enter the four-digit code "7335" to unlock the door in Normal or Easy Riddle mode. In Hard Riddle mode, the answer is to make a "T" on the number pad by pressing 1328. Proceed down the Nurse-infested corridor to room S3.

Collecting the Clues about "Louise"

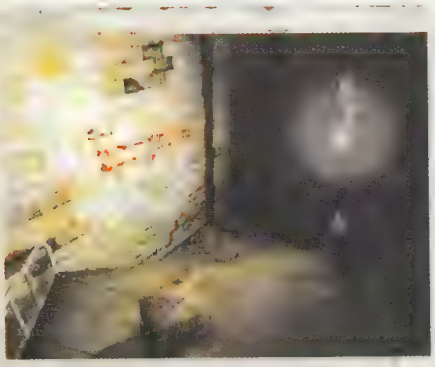
When the two of you enter room S3, Maria decides to lay down and take a nap. How anyone could relax in a hell house like this is unimaginable, but she will remain here and cannot be coaxed into rejoining James just yet.

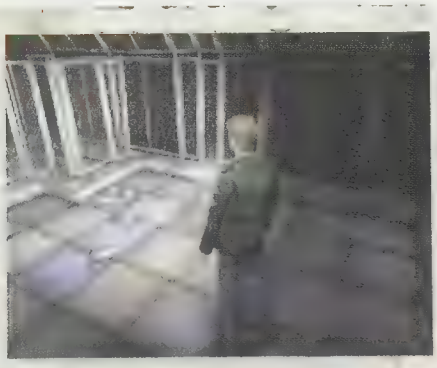
ARE YOU OKAY?

If you continually return to room S3 to check on Maria, you have a better chance of achieving a certain game ending. Read further about this in The Book of Secrets chapter of this guide.

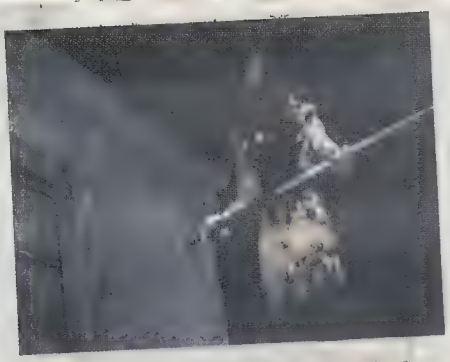
The **Roof Key** is on the bed table. Keep this item in your inventory while we check a few other places...

Alone again, cross the hall and enter the Shower Room. Examine the slimy drain, and James notices that something is stuck in there. The Bent Needle won't reach it, so James must find a combination tool. Exit and fight your way down to S11. This well-lit room contains a much-needed **save point** and a **Health Drink**.





The last room in the corridor contains a truly bizarre puzzle to solve. The writing on the wall indicates that the box's name is "Louise," so that's how we'll refer to her. The entire puzzle solution is described later. For now, return to the stairs and head up to the Roof level, using your key to open the top door. Search the enclosed patio until you find a diary tossed in the corner. Stand in the vicinity of the diary or read the diary, and then head back to the door. To understand what we mean by this, read the dot matrix tip on the next page.



Something is holding the door closed from the other side! When you try the other door on the roof, Pyramid Head appears. The monstrous villain knocks James over the edge, sending him crashing into the third floor Special Treatment Room. In Normal and Hard Action modes, James will be at his lowest point of health. Press R3 (the right analog stick) to use a couple of First Aid Kits and recover James' health to green status.

WHICH GAME ENDING?

What do we mean by "stand in the vicinity of the diary?" Well, if you actually read through the diary, then you will be more likely to achieve the sad ending of the game. To avoid this ending, just stand on top of the diary for a second. Then move back toward the gate on the roof, and this will be enough to trigger the Pyramid Head event. This way you will avoid the sad ending.

Read the note posted outside the cell, and enter the door where the bloody trail leads. There is a code written in blood on the wall inside the padded cell. The characters will be more indecipherable if you selected one of the more difficult Riddle levels. In this particular shot, the code is supposed to be "5752," even though the first digit barely resembles a five. So, *jot down on a piece of paper your best guess to what the code is, and label it "turn lock code."* Leave the cell, unlock the main door and exit the Special Treatment area. Now you're ready to return to room S14 and open "Louise."

"Louise" Puzzle

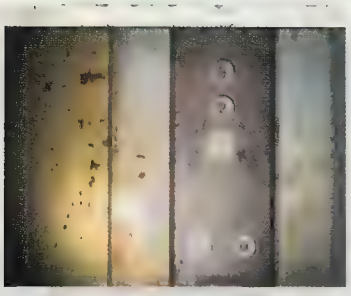
First, combine the Purple Bull and Lapis Eye Keys and use them to remove the chains and unlock the actual box. Now use the code you copied from the carbon paper in Examination Room 3 to remove the push-button lock. Use the code from the wall in the Special Treatment Room to remove the turn combination lock. You are now ready to learn Louise's secret...

There is a **Piece of Hair** inside the box called "Louise." Is this perhaps all that remains of the woman? Return to the Shower Room on 3F, pair the Hair with the Bent Needle, and use combination to fish the object out of the drain. James receives the **Elevator Key**. If you don't know how to combine objects, refer to The Book of Foresight chapter of this guide.

Check Out the First Floor

SAVE YOUR GAME

It's probably a good idea to return to S11 and save your game at this point.



Move to the elevator on 3F and use the key obtained from the shower drain to unlock the call button. Press X to enter the elevator, and move to the panel beside the door. Punch the button for 1F, which is the only floor you haven't investigated yet.

Stop inside Room C3 to stock up on **Shotgun Shells** and **Handgun Bullets**, then check out the room next door. In C2, James will finally find Laura playing with her bears. The nasty little girl leads the trusting James into Examining Room 2 and locks him inside with a bizarre new type of demon!

HANGERS

In Normal Action mode, two Hangers drop from the ceiling, and one is directly behind James. Your first objective is to get away from the closer one. Equip James' Shotgun when you get a chance, and then move him to a corner that is clear. As the Hangers approach, hold your R2 button and wait a second for James to aim upward. Then start pumping rounds into them. The one you shoot is stopped momentarily, but watch out for the other Hanger to swoop in from the side.

The best time to start blasting is when both Hangers are on the opposite side of the room.

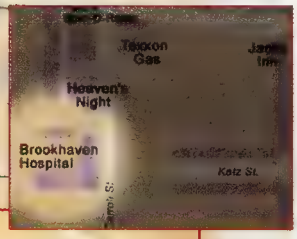
If a Hanger grabs James, start wildly pressing the movement controls and the shoulder buttons to escape more quickly.

Don't let the Hangers get too close to James, or they will grab the poor guy with their "feet" and strangle the heck out of him for a moment or two. If you're entangled, rapidly press the D-pad and shoulder buttons to escape the hold more quickly. The longer a Hanger holds James, the more life it takes. When you're using the Shotgun, you must quickly learn the slower timing for James to raise and lower the heavy weapon. You must time your dodges and escapes perfectly!

When you've blasted the first two into submission and they stop rolling, a third will slowly drop from the ceiling. In order to save Shotgun ammo at this late point in the struggle, switch over to the Handgun and start pumping rounds into the last Hanger. The Handgun should finish off the lone Hanger after 15 to 20 shots, and remember to always use your Menu to reload rather than let James click on an empty clip.

Switch over to the Handgun to conserve Shotgun ammo when the last Hanger emerges.

Nightmare Hospital



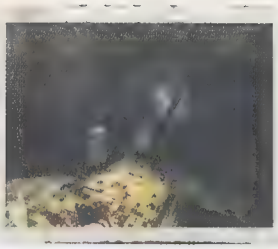
Nightmare Hospital levels BF and 1F

Map Key

- SAVE = Save Point
- = Health Drink
- = First Aid Kit
- = Handgun Bullets
- = Ampoule
- = Shotgun Shell
- = Rifle Shell

What Happened to Laura?

Checking the in-game map, you can see that James has been moved to the Garden area, which is considerably smaller than it appears diagramed. Also, you are now positioned on a completely clear map, and all the previous markings that James made have been erased. Move through the double doors into the corridor to find a **save point** and **Shotgun Shells**.



First, try to find the little girl again. In room C2, there is no sign of Laura but there is a nasty Nurse and a **First Aid Kit**. Move to the back of the room, where a loud crash sounds from next door. Equip your Handgun and go investigate.

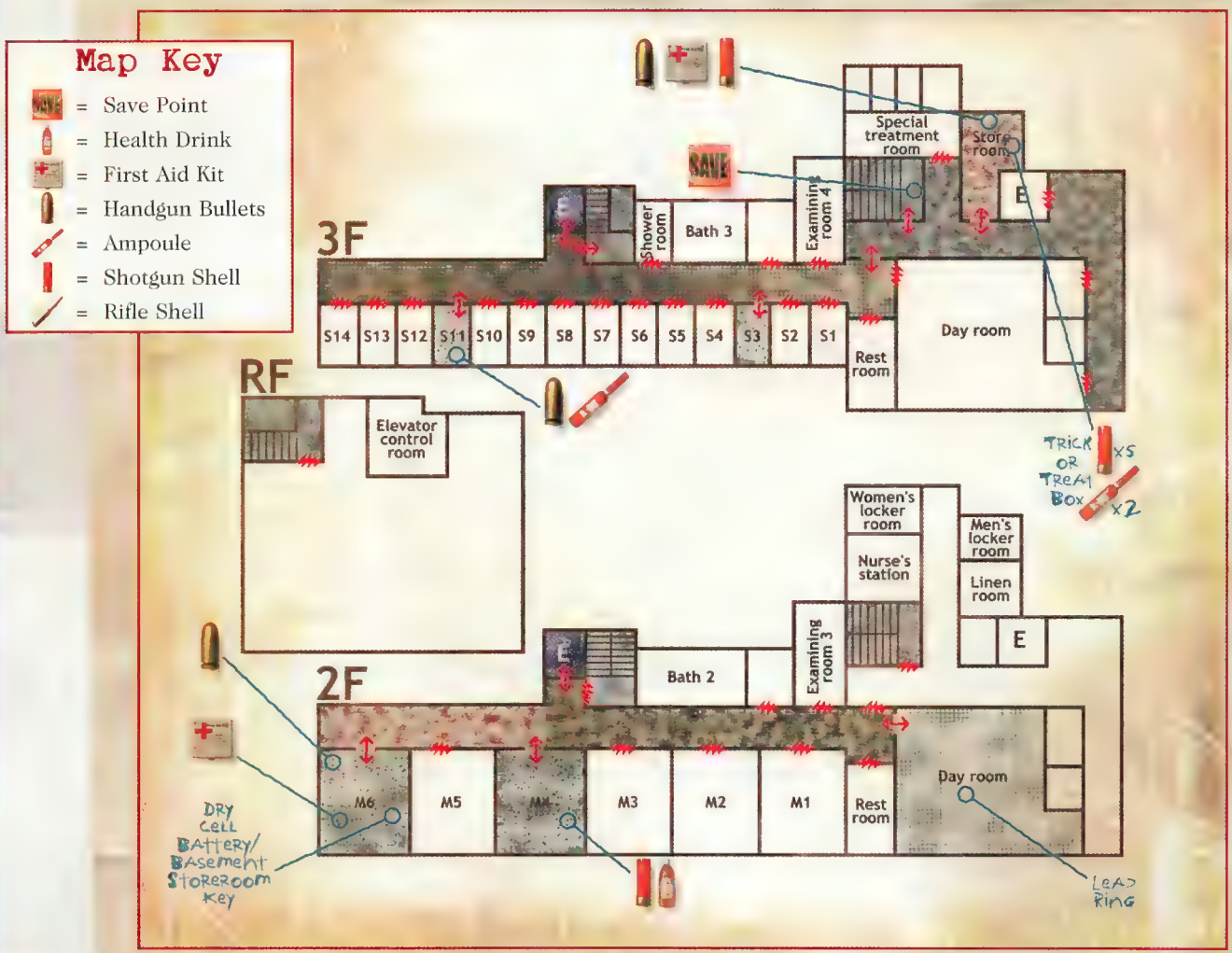
GET THE JUMP ON THE NURSE

As you investigate the noise in Room C1, press RZ and start shooting bullets before the room even loads. A Nurse is standing just inside the door, and unless you attack first, James is going to get smacked silly.

Once you've finished off the nurse, collect **Handgun Bullets** and a **Health Drink**.

Comb the Rest of the Hospital

Nightmare Hospital levels 2F, 3F and RF

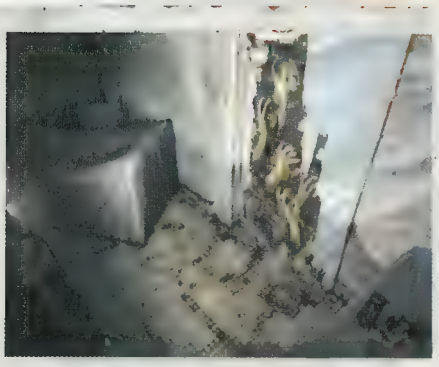


Take the elevator up to 2F and kill the enemies in the corridor that get in your way. In room M4, James is instantly surrounded by Nurses. First thing, strafe or run away from the middle of the room. From the side, raise the Handgun and start blasting them back.

AIMING

Remember to press left or right as you hold R2 in order to switch your aim back and forth between the two targets. Don't try to stomp them, or you'll risk taking a hit.

Just keep shooting until they lie still, and all the trouble will yield **Shotgun Shells** and a **Health Drink**.



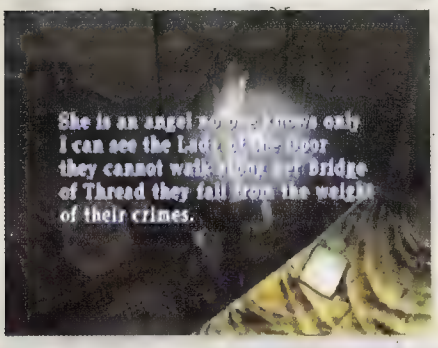
Room M6 is the home of a weird artwork, partially exposed in the south wall. The tortured souls seem to be reaching for the **Dry Cell Battery** and the **Basement Storeroom Key**. The **memo** nearby indicates that something deserves investigation in the basement. Also, take the **Handgun Bullets** and the **First Aid Kit** in the room before you leave.

In the 2F Dayroom, there is a fallen fridge that James is unable to get open. He marks the location on his map. Return to the elevator and go up to 3F.

What Happened to Maria?

More enemies patrol the third floor hallway. When the coast is clear, please investigate this strange fresco on the stairs near the elevator. The 3D hand seems to be reaching for something...

Maria is absent from room S3, but she seems to need an awful lot of pills. But is this still the same room where James left Maria? Nothing seems logical anymore. Understanding this situation might be beyond human comprehension.



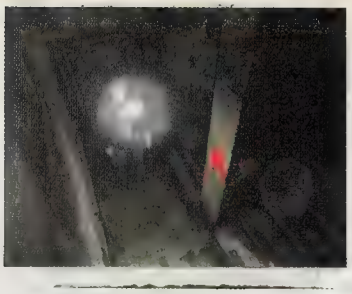
S11 is the only other room that James can enter on this level. Find **Handgun Bullets** and an **Ampoule** on the nightstand, but there's no save point anymore. On the bed is an interesting poem about the Lady of the Door, which refers to the artwork in the corridor.

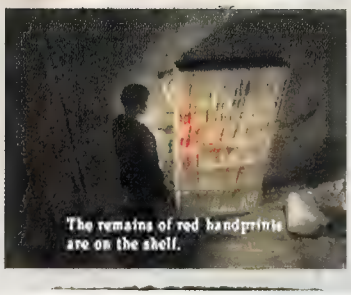
AMPOULES

Ampoules are extremely strong pain relievers that will take James from red status to green status instantly. While the Ampoule is in effect, James can maintain green status for some time, even if he suffers some amount of damage. But when the Ampoule wears off, James goes back to the same status he was before the item was administered. Ampoules can be extremely useful in the later battles in the game, so try to save up what few you can. You can administer Ampoules by pressing the R3 button, but only if they are the only health items remaining in your inventory.

Find The "Basement's Basement"

Go out to the area near the Special Treatment Room, and be prepared to take out some evil Nurses. One hangs out near the Special Treatment Room, and the other is around the corner from the inoperative elevator. Even more may be present if you're playing Hard Action mode. Enter the Store Room and move to the back. You can stock up on **Handgun Bullets**, **Shotgun Shells** and a **First Aid Kit** on the shelf.



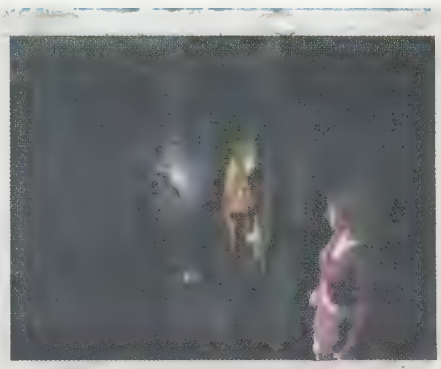


Enter the stairway close to the Store Room; it seems that the **save point** has moved here by some magical means. Descend the stairs all the way down to the basement level. All the doors along the stairway are not operable, but James can unlock the bottom door with the Basement Storeroom Key. Search the back of the room for **Shotgun Shells**, then push the shelf aside. James finds a small hole and a ladder behind the shelf. But just as he tries to descend...

...Maria catches up, and she's quite angry that James didn't come to her rescue. Maria will continue to follow James through the Hospital, just like before. The length or brevity of this time is also factored into determining which ending you get in the game, as described in The Book of Secrets chapter of this guide.

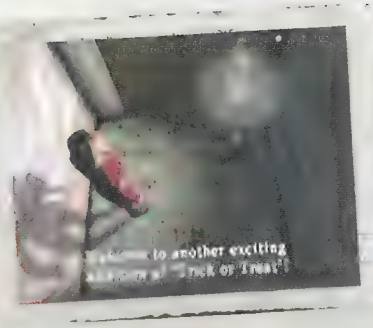
Tale of the Two Rings

Descend the ladder into the basement's "basement," where the **Copper Ring** rests in a puddle of blood on the floor. Climb out of this hole and head back upstairs to 3F. Now that you have a partner, you can finally open the fridge in the Day Room. Lead Maria to the elevator in the middle of the corridor. If you want, you can place the Copper Ring on the 3D hand next to the elevator.



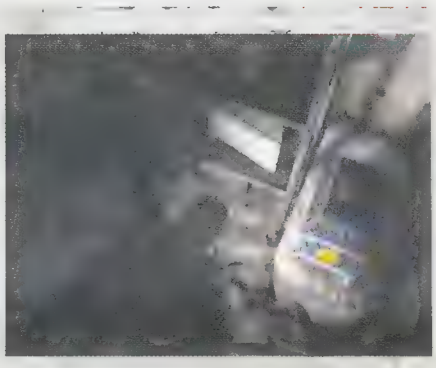
PAY ATTENTION

James is about to receive an important announcement that is somewhat garbled and full of static. Turn on the subtitles from the Options Menu before you ride the elevator back down to 2F. The subtitles will help you catch the entire message.



Before the elevator doors open on 2F, a strange message from a psychotic game show host comes over the Radio. Listen carefully to the three questions, and see how much you've learned about Silent Hill by reading the memos and studying the maps. Maria will follow you down to the Day Room on 2F. Try to open the fridge again. This time, your feminine counterpart lends a hand, but not without her usual sassiness. Eventually, the two hoist the heavy door open and Maria finds the **Lead Ring**.

Head back up to 3F. Before you put the second ring on the 3D hand, return to the Store Room on 3F. A beautiful and strange new box has mysteriously appeared in this location. If you know the answers to the "Trick or Treat" questions, then you can receive an awesome bonus prize!



Trick or Treat Box

There is a panel with nine buttons on top of the ornate chest. Each row lets you choose an answer to one of the multiple choice questions asked by the bizarre voice in the elevator. There's only one chance! If you input wrong answers, you'll spring a trap that reduces James to red health status. The questions and the answers are always the same, no matter which Riddle level you're playing.

Push the 3 button in the top row, push the 1 button in the middle row, and push the 3 button in the bottom row. For the correct answer, the chest will open and you will receive **Shotgun Shells x5** and **2 Ampoules!**

Escape from Hell

Time to wake up from this nightmare. Locate the door next to the elevator on 3F, and combine the Copper and Lead Rings to use on the 3D hand. If you already placed the Copper Ring on the 3D hand, simply do the same with the Lead Ring now. The rings finally unlock the door. As you descend this stairway, you'll find that all of the doors are broken. Spiral all the way down to the bottom. On the first landing, pause and read the blue **memo** on the ground to learn about the "direckters's key," then continue descending the stairway.

When you reach the bottom, James seems to stand in an area that doesn't appear on the map. As you round several corners, Pyramid Head materializes and quickly follows James and Maria! There is no point in trying to fight him. But don't stick around either, or he will spear Maria to death. Just keep running from the monster, toward the elevator at the end of the corridor. Round the corners as quickly as possible, because if Pyramid Head kills Maria before you reach the elevator, the game ends!

Exiting the Hospital

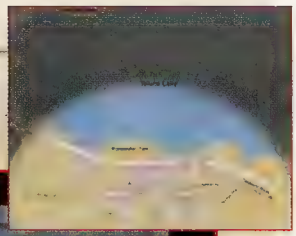
Maria and James are separated, and the haunted man finds himself alone on 1F. The only door that is open on this level leads to the Director's Room. Inside, James finds a **map** and the **Hospital Lobby Key** on the desk. Several new destinations around town are highlighted on James' map. Laura runs by the window, heading south.

A **save point** is posted near the exit doors, and James will use the key to let himself out.

"DARK" MODE

Silent Hill is now in "DARK" mode, which is like entering a more frightening version of town full of all new items to find.

Dark South Vale



Map Key

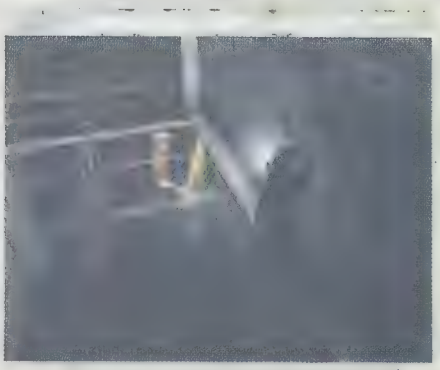
- = Save Point
- = Health Drink
- = First Aid Kit
- = Handgun Bullets
- = Ampoule
- = Shotgun Shell
- = Rifle Shell

NEW ITEMS

Both portions of the South Vale area are now completely restocked with all new items to find. So, while the path is fairly simple, the search is rather complex. Please use the maps within this walkthrough to locate all of the goodies, starting with those found in front of the semi truck parked northeast from the hospital's front doors.

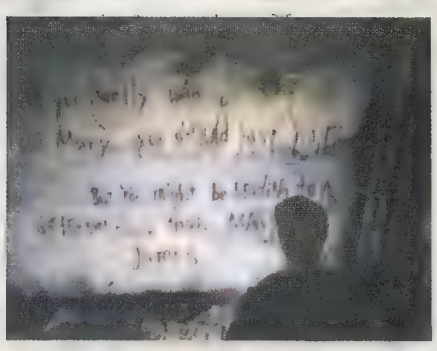
Obtaining the Letter and Wrench

As you search for items, head south on Carroll, east on Rendell, south on Munson, and then find the gate on Saul Street. The letter and wrench you are looking for are in East South Vale, and this is the only way to get there.



A new enemy that we refer to as Underhangers will plague James as he attempts to cross the Saul Street tunnel. Avoid trying to stop and shoot them; just keeping running from the entrance all the way to the exit. Avoid gaps in the floor, since James might be stopped at the edge!

As you revisit East South Vale, stop into Neely's Bar once more to see something interesting. Someone has left James new personalized graffiti on the inside walls.

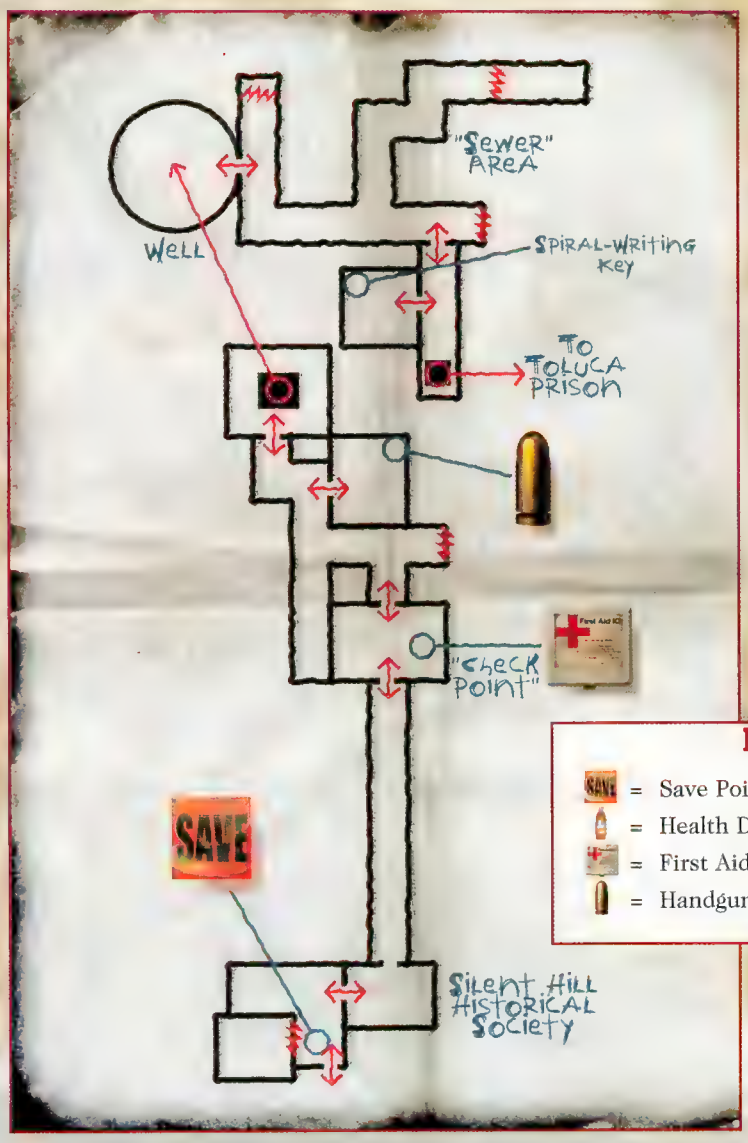


The letter and the **Wrench** that James needs are on the porch of the house next to Gonzales Mexican Restaurant on Lindsey Street. The letter indicates returning to Rosewater Park to find an important key.

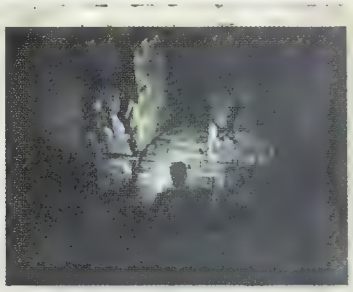
Going Back to the Park

To reach the north part of West South Vale, go west on Katz, past the apartment buildings, to the door "leading into nightmares" at the end—it is now unlocked. In Rosewater Park, find the statue of the "praying woman" in the west section of the park. Behind it, James will find a small mound of dirt. Dig here to find a small bolted box. Use the Wrench to remove the bolts, and James will find the **Old Bronze Key** inside. This is the key to the "museum" referred to in the madman's note back in the Hospital.

The Historical Society Museum



Collect the new items in the park and other places on the way toward the Silent Hill Historical Society. Use the Old Bronze Key to enter the museum, and use the **save point** just inside. The next few areas aren't on the in-game map, but they are so simplistic it doesn't matter. There are some interesting notes and photos inside the first room of the museum. A large painting of your old buddy, Pyramid Head, is especially perplexing. How does this monster fit into Silent Hill's past?



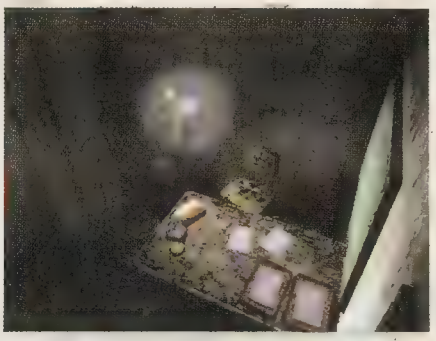
More interesting photos are presented in the museum's connecting room. Examine them all, then enter the hole that has been smashed in the wall, revealing a secret corridor. After James runs ever downward and downward through a seemingly endless descent, he finally reaches a door.

Through the Unmapped Area

THE "CHECK POINT"

The room James enters at the bottom of the long tunnel seems to be a "check point" of some sort, so that is how we will refer to this area.

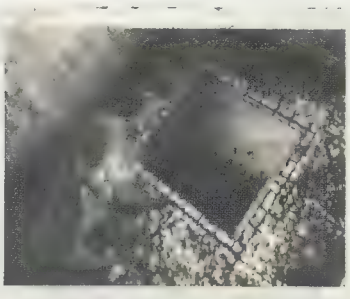
There is a note about a prisoner on the desk beside the entrance; it is dated 1820! What new weirdness is this? Take the **First Aid Kit** from the desk and proceed through the next door. Patient Demons and possibly Roaches wait to assault you in the next corridor. Move through the open gates and head to James' left, around the corner. Enter the first door that you encounter.

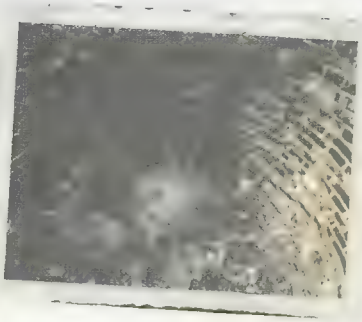


In this small side room are some **Handgun Bullets** and three very sinister paintings about the Toluca Prison and its long and gruesome history in Silent Hill. Exit back into the hallway and move through the door beyond this room.

Break Out of the Well

James stumbles across a massive hole in the ground, very like the one in the painting back at the museum. Steady your nerves and jump into the chasm. Landing at the bottom of a large well, James is surrounded by walls. Search every inch of the brickwork until James finds a patch that seems weaker than the rest. Without moving, equip the Steel Pipe and attack this spot to reveal a door.

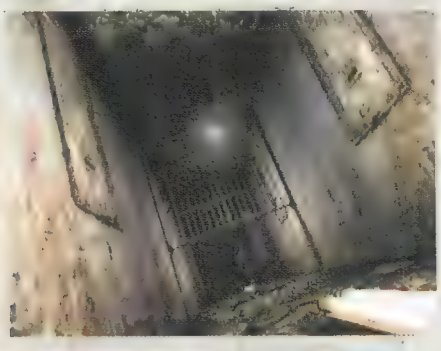


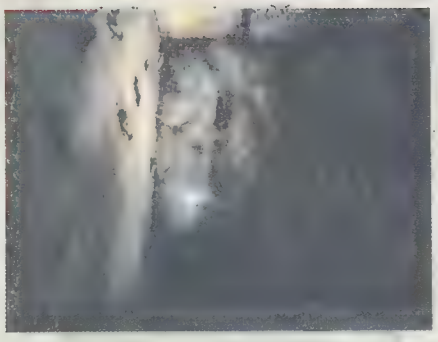


These "sewers" are guarded by Patient Demons, so keep the Steel Pipe handy and work your way through. Both ends of the sewer section are sealed off, so find the alcove in the middle and go through the door on the right.

The Roach Trap

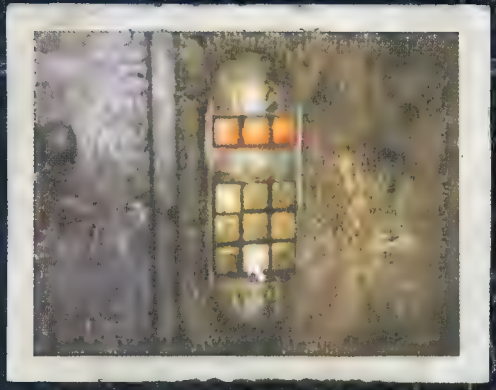
At the back of the short corridor, there is a room that seems to be a connecting hallway, only it heads straight down into the dark! Backtrack to the previous door in the short corridor, which leads to a small rusted room. The **Spiral-Writing Key** is in the corner. As soon as you pick up this item, the Flashlight goes out. From the Menu, use the Dry Cell Battery to get your only light source going again...



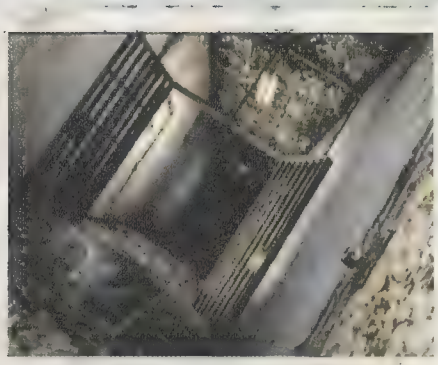


Suddenly, the room is full of Roaches! Don't waste time smashing them; just move to the code panel beside the door. You should "unequip" James' weapon just to make finding the code panel easier.

Roach Trap

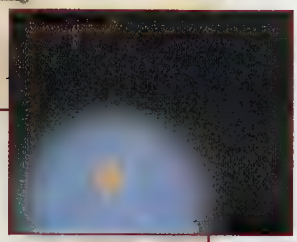


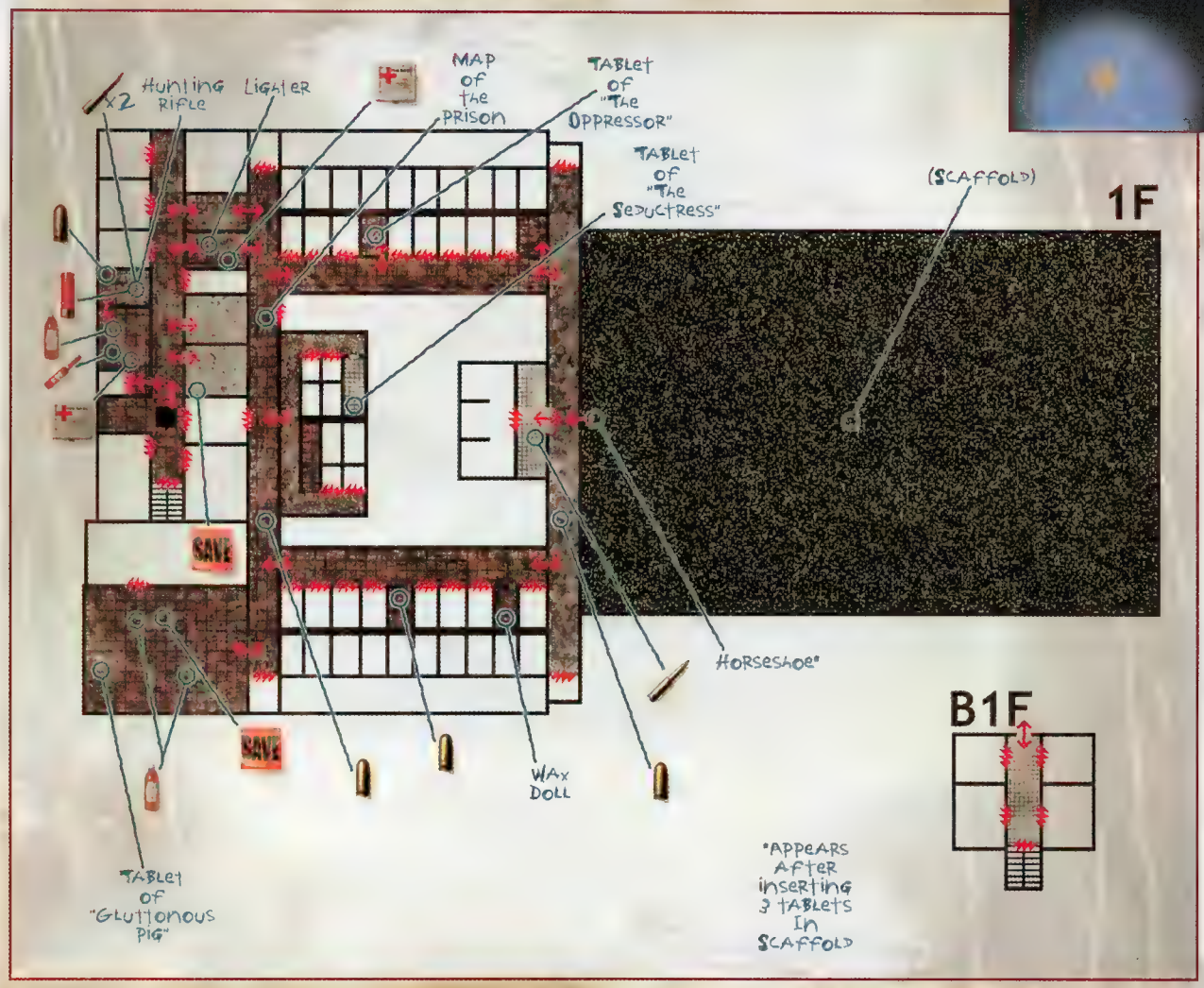
Up to three random numbers will be illuminated on the panel beside the locked door. The code to get out is a random three-digit combination of the illuminated numbers. In the instance this shot was taken, only two numbers were lit, and the resulting exit code was "818." In most instances three buttons will be lit, and you have to attempt different combinations of all three to unlock the door. We suggest you keep track of each combination you input on a scratch pad. This will help you narrow down the remaining choices and prevent you from trying the same code twice. While you're on the button-pressing screen, the real-time action of the game is paused and James will not take damage from the Roaches. So, even if you need a moment to think about the puzzle, do it while you're staring at the keypad.



Once you're freed of the Roach trap, take the Spiral-Writing Key and open the gate in the floor at the end of the corridor. James must again fling himself into the abyss just to move on.

Toluca Prison





Map Key

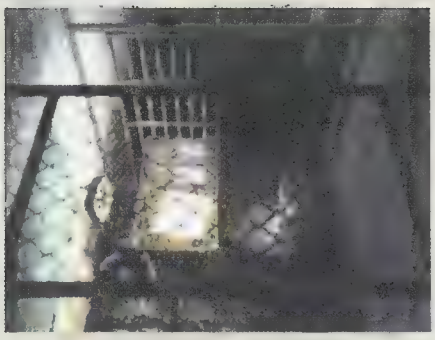
SAVE = Save Point | = First Aid Kit | = Ampoule | = Rifle Shell
= Health Drink | = Handgun Bullets | = Shotgun Shell

WHICH WAY IS UP?

Actual compass directions in the prison are undetermined, so for the purposes of accurate description we'll refer to the left side of the map as west, the top as north, the bottom as south, and the right side as east.

Finding the Prison Map

James finds himself in a dingy cafeteria, where the malevolent Eddie has struck again. Is the young man truly making sick jokes about this situation, or is he actually responsible for a string of unmotivated homicides? When Eddie departs, search the room for **2 Health Drinks**, a **save point** and the **Tablet of "Gluttonous Pig"** near the back; this item will certainly come in handy.



Follow Eddie into the corridor and head "upward," fighting off some Patient Demons and collecting some **Handgun Bullets** on the way. The **Map of the Prison** is on the second table near the top. Now you don't have to fly blind in this horrible place anymore.

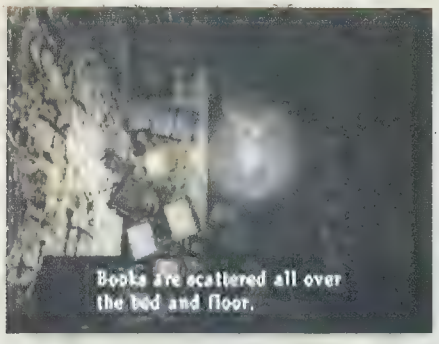
Collecting the Other Tablets

Go south from where the map is located to the east door in the middle of the corridor, and enter the bathroom and shower area. After relieving the two guards in this area, move into the open shower room in the northeast corner and collect the **Tablet of "The Seductress."**

Exit back to the corridor and move south to the bottom door. This is the "bottom" prison row.

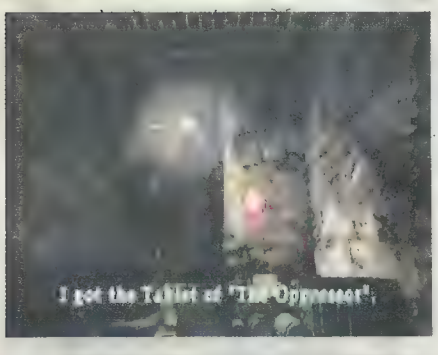
STAY ALERT

Watch out for Patient Demons that spit acid from inside their cells.



Inside the first cell with an open door, find some **Handgun Bullets**. James will find a number of black magic items and books inside the second open cell on this row, which is the ninth door down. The **Wax Doll** is of particular interest.

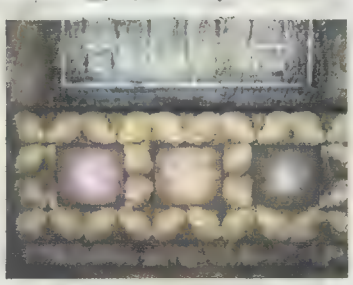
Continue into the east corridor at the end of the prison row, and fight your way north. Because of all the obstacles and the limited sight range, your Handgun is the only weapon we recommend for this area. Some **Handgun Bullets** should be lying on one of the tables along the way. When you reach a pair of opposite double doors, enter the west ones. Start firing as soon as you get inside, or James will be preemptively attacked. Grab some **Rifle Shells** in this small room before you return to the corridor.



Ignore the double doors that lead to the large area on the map for now. Move north to the "top" row of prison cells and enter the door. The cells in this row are all closed, and you'll have to try to open the bars. Enter the first cell to find a series of three bizarre paintings. Continue down the row of cells, trying every door until you reach the seventh set of bars from where you entered. James will find the third **Tablet of "The Oppressor"** inside this cell. The door seems to get stuck when you attempt to exit, but just keep trying it until James forces it open.

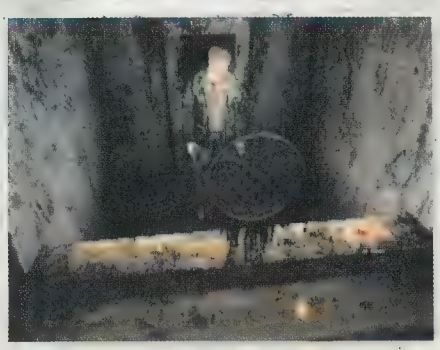
The Scaffold in the Yard

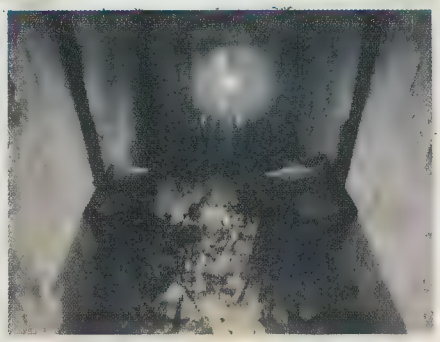
Return through the top cell block to the east corridor, and go through the double doors on the right side of the map, which lead into the large yard area. There is a large scaffold with three ropes in the center of the yard. Combine the three Tablets in your Menu, and insert them into the slots beneath the painting on the front of the scaffold. There is a sound of someone being executed, and nothing else seems to happen. But when James returns to the entrance, a **Horseshoe** is now hanging on the handles. Go back inside and cross the north prison block, unlocking the door leading to the west corridor.



The Temporary Handle

Referring carefully to your map, go through the second door from the top of the west corridor. Inside this visiting room, James finds a **First Aid Kit** on his side, and another item is visible on the civilian side. Return to the corridor and go through the very top door now. This is another visiting room, but it is demolished, letting James cross to the civilian corridor.

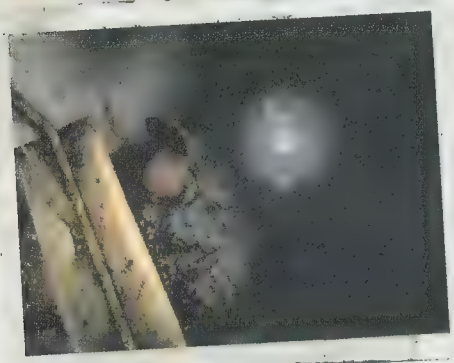




AMBUSH

Two Patient Demons wait to ambush James in the civilian corridor. First, dodge out from between them and run to the end of the corridor. Then shoot the Demons as they follow your light source.

When you've cleared the two Patient Demons, enter the lower visiting room from the civilian corridor. James can obtain the **Lighter** on this side. Expect one of the Demons you just killed to regenerate and come after you again in the civilian corridor.



Enter the door marked as the Women's Restroom, and knock on the closed stall door. As you try to leave, *something* happens! There's a **save point** conveniently located in the Men's Room. Across the hall is the front office, where a Demon waits in ambush. Collect the **First Aid Kit**, the **Ampoule** and the **Health Drink** scattered around the room. Then read the interesting magazine on the desk. There's also a rather caustic diary on the bookshelf above.

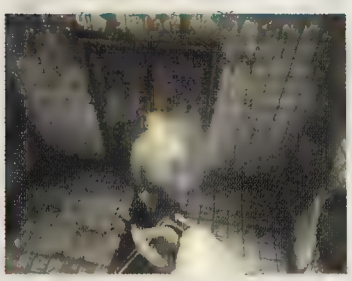
The **Hunting Rifle** is proudly displayed in the cabinet in the room behind the office. James can also ransack the room for **Shotgun Shells**, **Rifle Shells x2** and **Handgun Bullets**.

SAVE THE HUNTING RIFLE FOR LATER

The Hunting Rifle is a long-range weapon that is crucial to your encounters with the last few monsters in the game, so save up your ammo until then.

Exit the office and go through the south gate. There is a floor hatch without a handle in the center of the entry way. Stand on it and combine the Wax Doll, the Horseshoe and the Lighter in the Menu. This will create a temporary handle to lift the hatch. Muster your courage and jump into the hole.

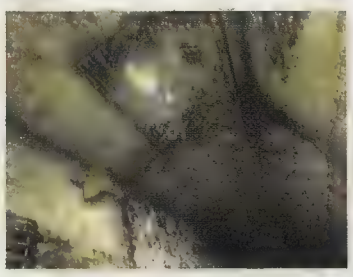
Further into the Abyss



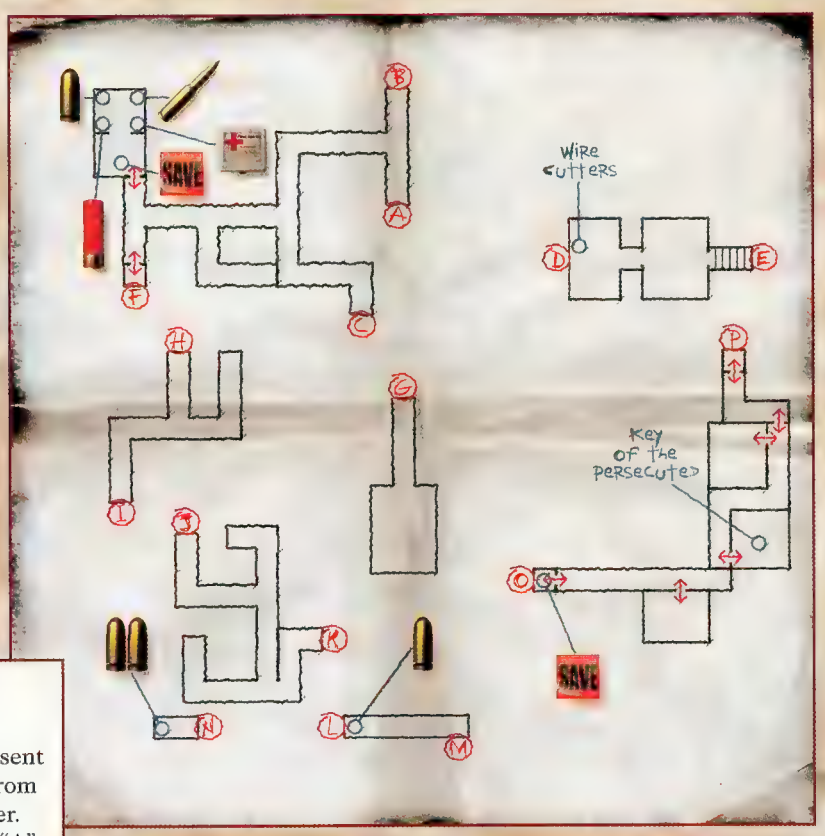
Walk down the foul-smelling corridor and through two sets of double doors. Unfortunately, James seems to have found all the prisoners that used to stay here, or what's left of them. James makes some funny comments if you continually search all the gurneys and holes in the morgue. Continue through the unmapped area until you reach the grizzly chasm at the end. Again, James must make a trusting leap into darkness.

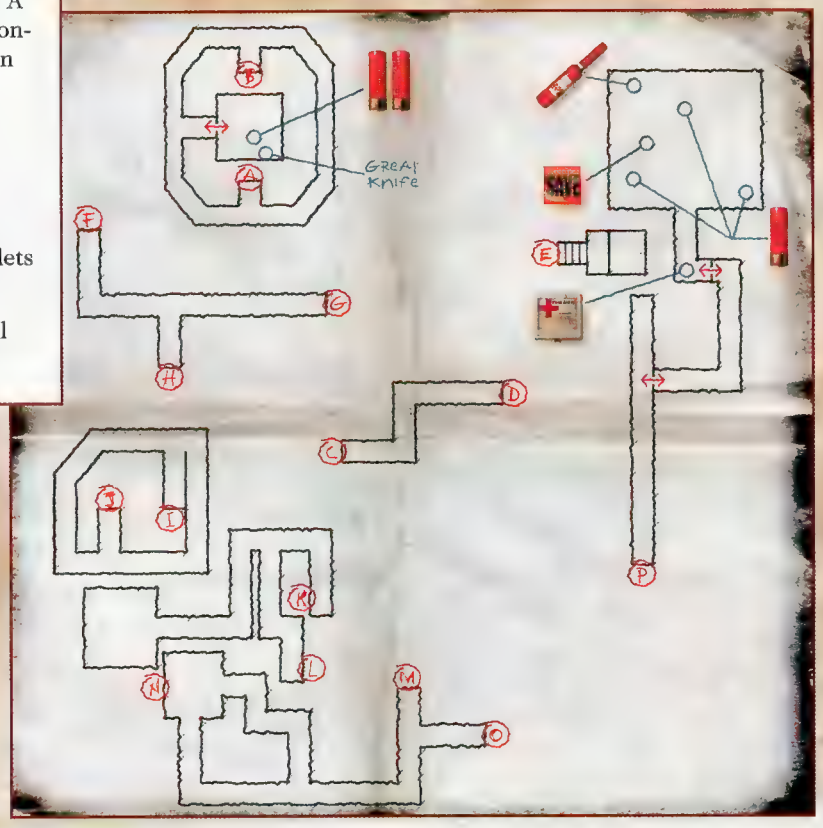
James lands in some kind of mine shaft. Move to the end and open the door, only to find *another* gaping hole to fall into. After you land at the bottom, board the elevator and pick up the four items in the corners: a **First Aid Kit**, **Rifle Shells**, **Handgun Bullets**, and **Shotgun Shells**. The elevator will start to descend, and the shaft seems to extend miles under the ground. When the elevator stops, disembark and use the **save point** next to the door. Things are about to get a whole lot more surreal.

SAVE



The Labyrinth





Map Key

In these maps, the circled letters represent connecting points from one map to the other. For example, point "A" on the upper map connects to point "A" on the lower map.

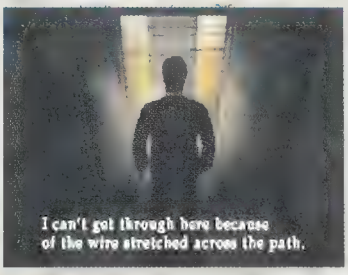
- = Save Point
- = Health Drink
- = First Aid Kit
- = Handgun Bullets
- = Ampoule
- = Shotgun Shell
- = Rifle Shell

MAP DIRECTIONS

Compass directions in the Labyrinth are unspecified, so for the purposes of accurate description we'll refer the top part of the map as being north, with the other sides corresponding to standard compass directions.

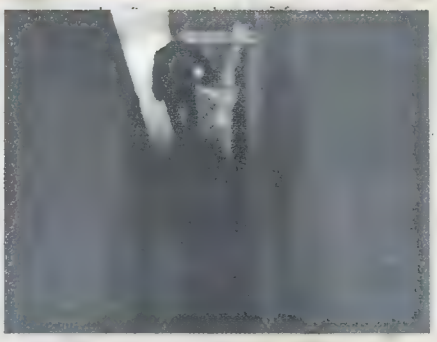
Your Objective Immediately Defined

There is a doorway blocked by wires directly across from the entrance to the Labyrinth. A ladder is visible on the other side. You'll have to search for a way to get past those wires. Move north and eliminate the three Patient Demons. As you continue walking through the corridors, James will sketch out areas on the maps as the light illuminates them. If you turn off the Flashlight, James will not continue the map.



Breaching Pyramid Head's Lair

Referring to our completed maps, head east from the entrance and fight your way to the fork. Move up the top fork to find two ladders across from each other. It doesn't matter which ladder you climb down; just be ready to do some fast moving below.



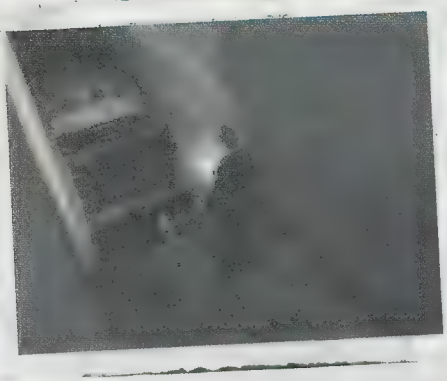
In the circular passage underneath, the Underhangers crawling about dictate that you'll have to run every step of the way. There are three niches on the path, so refer to your position on the in-game map and try to find the door to the central room.

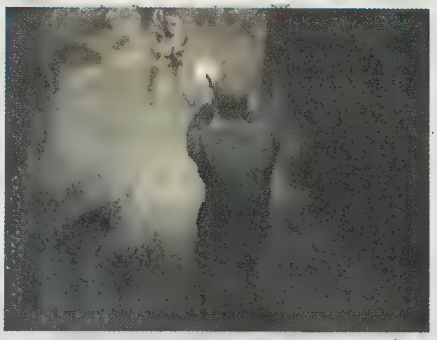
PYRAMID HEAD

You must also be careful of Pyramid Head, who is slowly patrolling the circle. He is armed with a lightweight spear that causes a great deal of damage! If you find him, run the other way!

If you manage to reach the center room on this level, James can acquire the **Great Knife**, which Pyramid Head wielded in their previous confrontation. **Two packs of Shotgun Shells** are also available.

Navigate the Labyrinth





Avoid Pyramid Head and the Underhangers, and go back to the upper level. Return to the fork and head south to the ladders where the floor between has been ripped out. Descend and fight your way through the tunnel to the other ladder. If you're running low on bullets, switch over to the Steel Pipe and use the corners of the tunnel to slow down your enemies.

CONSERVE AMMO

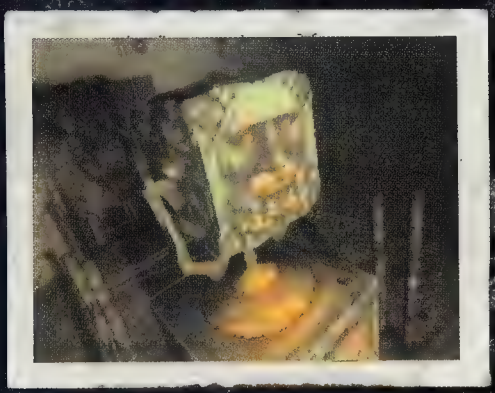
Bullets and ammo are extremely scarce in the Labyrinth. For this reason, it's wise to use a melee weapon to get through this level.

The Rotating Room and the Box of Faces

Climbing out of the watery tunnel, James is presented with a funny block covered with faces. Beyond the chamber with the block is a perfectly square room that rotates in accordance with the block outside. The trick is to rotate the cube of godly faces so that the rectangular doorways in the steel square room are aligned for both the entrance and the exit at the same time. The entrance and exit are directly across from each other, although the doorway isn't currently visible. However, if you look at James' map, you can see that he has already sketched in the exit point.

Rotating Cube and Room Puzzle

The easy solution we've uncovered works on all Action and Riddle difficulty levels with the exception of Hard Riddle mode (see the note at the end of this solution). The cube rotates in the direction you press on the D-pad or stick—pressing up rotates the cube up, and likewise for all the other directions. In the starting position, the face on the cube has blue eyes.



Keeping in mind that some of the faces are upside-down, rotate the cube upward or downward until the right-side-up face with the red eyes is displayed.

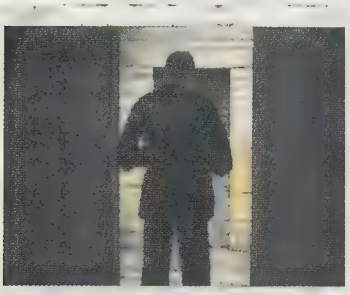
If you look behind James briefly, the entrance to the room has completely vanished! Resuming the solution, simply turn the red-eyed face left or right, so that one of the upside-down faces is showing. Now, when you enter the rotating room, the exit is open!

HARD RIDDLE MODE NOTE

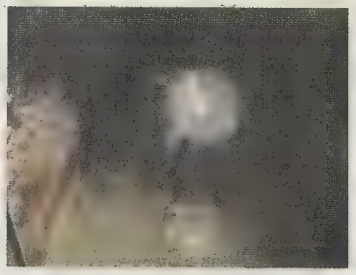
In HARD RIDDLE mode, this puzzle is completely RANDOMIZED so that the FACE that CORRECTLY ALIGNS the ROOM is ALWAYS DIFFERENT. We RECOMMEND that you EXAMINE the STEEL CUBE ROOM using JAMES' LOOK COMMAND (L2 + RIGHT STICK). SEARCH HIGH UP ON the WALLS AND TRY to SPOT TWO DOORWAYS DIRECTLY ACROSS FROM EACH OTHER. Then COUNT the NUMBER of TIMES AND DIRECTIONS you NEED to ROTATE the FACE CUBE, AND RETURN to the PREVIOUS ROOM to DO SO. It's UNFORTUNATE that this TAKES more time, BUT there's NO set SOLUTION in HARD RIDDLE MODE!

Finding Some Wire Cutters

When James is finally able to cross the rotating room, he finds Maria on the other side! Alive but imprisoned, the strange young woman speaks to James in complicated riddles, and challenges him to come to her rescue. Return to the rotating cube room, and notice the sparkling circuit in the open breaker box. Someone has stabbed a **Wire Cutter** into the box for James to take.



Navigate back to the entrance of the Labyrinth and remember the handy **save point** just outside the door. Use the Wire Cutters to snip the wires blocking access to the ladder across from the entrance, and descend.



In the tunnel below, there are two ladders that James can climb. The second ladder from this chamber leads up to a large dead end. The first ladder is the one to climb because it leads to a path that continues through the Labyrinth.

CONFUSED?

ALTHOUGH THIS WOULD SEEM TO BE A DISORIENTING AND MAZE-LIKE LEVEL, THE PATH THROUGH IS ACTUALLY VERY STRAIGHTFORWARD WITH ONLY A FEW EXTREMELY MINOR DEVIATIONS.

Navigating Toward Maria

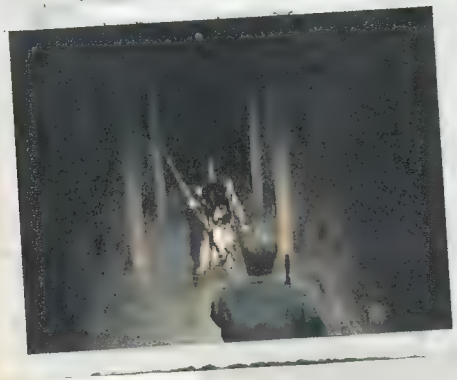
Keep moving through the corridors and tunnels, referring often to your position on the in-game maps. Figure out what area James is sketching, and find the exit from each tunnel. Continue fighting off enemies until you reach a tunnel where the path splits again. Going straight leads to another dead end, and going right will take you to the ascending ladder. In the corridor above, be sure to kill the two Patient Demons waiting for James before you reach for the **Handgun Bullets** by the door.

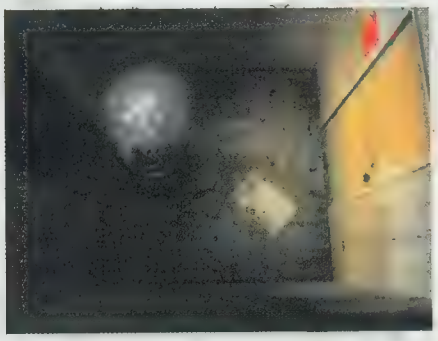
Climbing down the next ladder; the path will split once again. The left fork takes you directly to the exit ladder, but you'll miss some items. Going through the multi-tunneled chamber ahead means running into Pyramid Head once again! Dodge Pyramid Head by going down whichever tunnel he isn't in. When you reach a wide square area, look for an ascending ladder. **Two boxes of Handgun Bullets** are at the end of this short corridor.

Pyramid Head is certain to block your route back to the exit ladder. Bait him into following James down one of the tunnels, then turn and run all the way around the chamber, and use the other tunnel in this cave to slip past the terrifying creature. Now climb up the ladder nearest the entrance point, and James can read a partially-legible newspaper on the floor.

BE PREPARED

Definitely equip the Shotgun and use the save point before you enter the door, because James is about to get sidetracked in a major way.

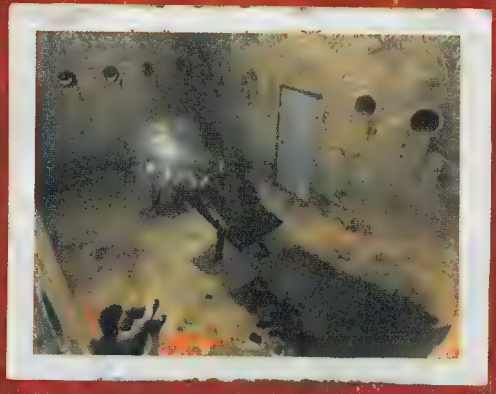




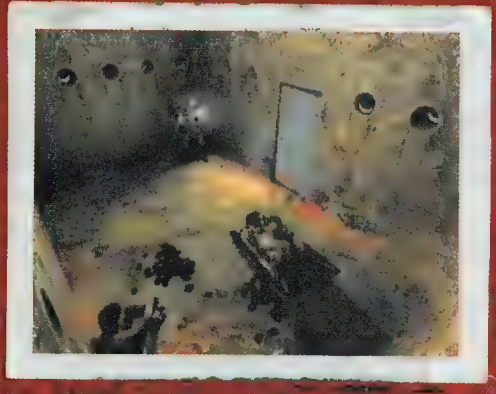
DOORMAN BOSS

As James runs down the corridor, he hears a scream and enters a nearby door. Angela is being stalked by a bizarre new enemy that seems to grow from a door.

The first trick we suggest is to enter the Options Menu and switch to the 2D control type if you aren't already using it. James will be better able to evade the advancing Doorman, and he will move more smoothly around this particular room. There's no time to turn James left or right as required in 3D mode, and strafing in this tiny room just isn't sufficient to escape. Use the analog stick to guide James more accurately.



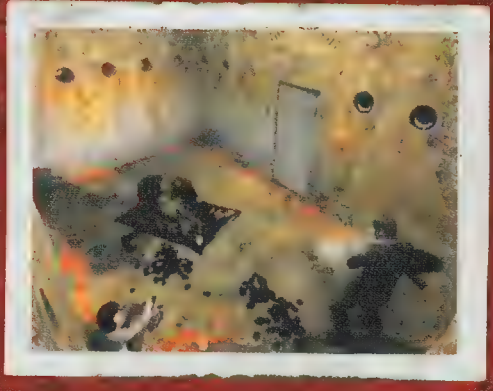
If the Doorman gets this close, it will be able to attack.



When the monster falls flat for a second, it's a good time to run to the other side.

In this closely-confined space, James probably has time to get off only one or two Shotgun blasts before the creature will have fully closed in on him. Two blasts will knock the Doorman to the floor very briefly. Take the opportunity to run to the other side of the room. Although the Shotgun's recoil causes some serious delays between shots, this is the only weapon you'll want to use in this fight.

The Doorman attacks by lumbering over and lifting its doorframe over James' head like a hood. The range of this attack might surprise you. As long as the Doorman holds James, he will lose health, so wiggle the movement controls and the shoulder buttons to escape more quickly. Remember to count your shots and reload using the Menu instead of letting James do it for you. The Doorman should retreat after eight to ten Shotgun blasts, and Angela will finish it off.



No matter how far away the boss is, fire only two shots. Use the extra few seconds to reload the Shotgun and try to run to the other side of the room.

The Hanged Men

Pursuing the fleeing Angela into the next corridor, James stumbles across two unique rooms. In the first, six men have been hanged for different crimes, their sins written on their faces. Six empty nooses hang in the second room, and there are two signs on the wall by the entrance. You have to solve this puzzle because a gate blocks the exit at the corridor's end; handcuffs hold the valve in place, and you need the key.

Free the Innocent Man Puzzle

The idea is to determine who the innocent man is and to free him from his wrongful fate. The men are hung in a randomly chosen fashion, so no matter which Riddle level you are playing, the innocent man is always suspended in a different place. However, the determination of who is innocent is always the same, depending on which Riddle difficulty you chose at the beginning:

Easy Riddle Mode: The Kidnapper is the innocent man, it plainly tells you so.

Normal Riddle Mode: The Arsonist is the innocent man. There was no proof that this stranger did it.

Hard Riddle Mode: The Counterfeiter is innocent. By process of elimination, he is the one speaking about the crimes of all the truly guilty men.

Once innocence is determined, go to the first room and determine from which rope the innocent man hangs. Then return to the second room and pull on the corresponding empty noose to release the body. Now go back to the room with the hanged men again, and the body will be gone. In his place, the **Key of the Persecuted** will be on the floor below.

If you pull the wrong rope, three enemies will appear in the corridor outside. Try to solve the puzzle again, and try harder to get it right this time to conserve ammo.

Another Failure for James

Use the Key of the Persecuted to unlock the handcuffs, and James will turn the valve to open the way. Down in the tunnel, go past a locked gate and through the door beyond. James finds Maria's cell at last, but something awful has happened. The gate outside the cell is unlocked now, and you should proceed into the final corridor of the Labyrinth.

The Graveyard

Collect the **First Aid Kit** and continue on. A strange graveyard has been created at the corridor's end. One tombstone bears a **save point**, and there are **3 Shotgun Shell boxes** scattered between the markers. Other epitaphs bear interesting names...

There are three open graves in the back corner, with an **Ampoule** lying between them. Read the headstones to find some interesting predictions. *Be certain to save your game,* then James must jump into his own grave.

Outgunning Eddie

Equip the Shotgun once again and run down the long corridor. At the end, James confronts Eddie for the final time. Psychoboy has elected himself supreme executioner, and now it's time to settle this in a western-style draw.

EDDIE

As soon as the first scene with Eddie is over, raise your weapon and start blasting him. In this tiny room, there's absolutely no strategy whatsoever. In this ridiculous fight, James and Eddie will trade gunfire and swallow bullets in a race to see who will keel over first. Using a Dual-Shock controller, you should be able to feel James' heartbeat when his health gets low—immediately lower your weapon and press R3, the right analog stick, to quickly use a recovery item. *Do not try to go into the Menu*, or you will be vulnerable to attack as the inventory screen loads or unloads. Eddie's gun has only six shots, and he will have to pause to reload. Use this opportunity to fire off two or more shots if you're not too hurt or out of bullets. Eddie will turn and run into the next room when he's about to die. Collect the **Rifle Shells** and **Shotgun Shells**, reload and recuperate to full health, and then follow Eddie to finish the battle.

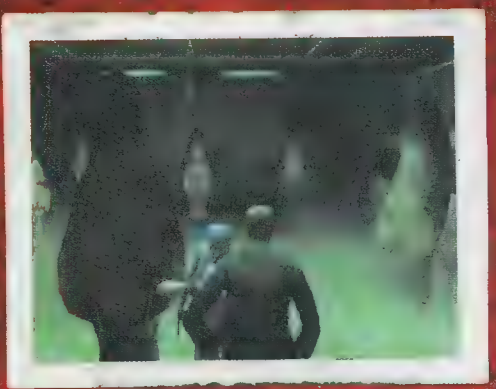
In the first room, just keep blasting and use the R3 button to heal. Try to conserve your shells until Eddie has almost emptied his gun.

Hide behind the meats. Wait for Eddie to come to you, then blast him and run.

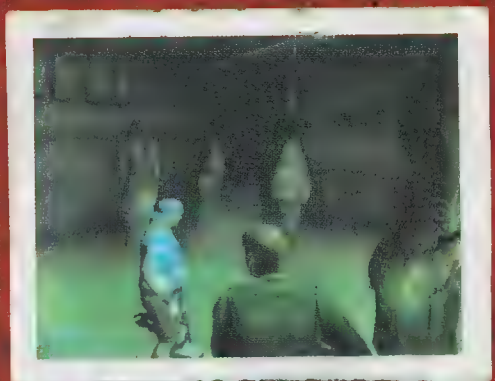
Giant racks of meat hang in the room where the second round takes place. Hide behind one of the fleshy obstacles and wait for Eddie to come see what you are doing. Then give him both barrels and try to get away.

Attacking Eddie at close range is less tricky, but you might take more damage. If you get close enough to him, Eddie will opt to run up and punch James instead of shooting him. This inflicts a lot less damage than gunfire, but James' health can still hit red after four or five punches.

Continue this strategy of shooting and hiding, stay healthy and reloaded, and Eddie should fall after only eight to ten Shotgun blasts.



Eddie's punches are much easier to take than his shots. Stay at close range so that the attack is weaker.



Strafe around the meat so that Eddie loses sight of James. The psycho becomes confused and you can attack from the side or back!

Crossing Toluca Lake

Outside the warehouse, James can use a **save point** on a nearby barrel. Continue along the pier until you find a rowboat. The shimmering light across the lake is the next destination.

BOAT MECHANICS

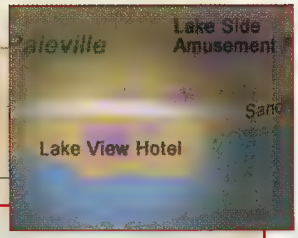
Rowing the boat across the lake is simple in normal and the easier action modes. Simply press the D-pad upward to go straight, down to go back, and left or right to turn in the corresponding direction. You can turn more slowly by pressing at an angle directly between up and left or up and right. Because James leaves the pier heading west, you'll have to turn the boat to the right until you see the light on the other side. Then continue rowing straight until James reaches the hotel's dock.

In hard action mode, you actually have to row the boat stroke-by-stroke by using the two analog sticks! This is a frustrating challenge, but it's a good skill to learn. By rotating both sticks in a clockwise fashion at the same time, you'll turn quickly to the right. Reverse the rotation to steer left.

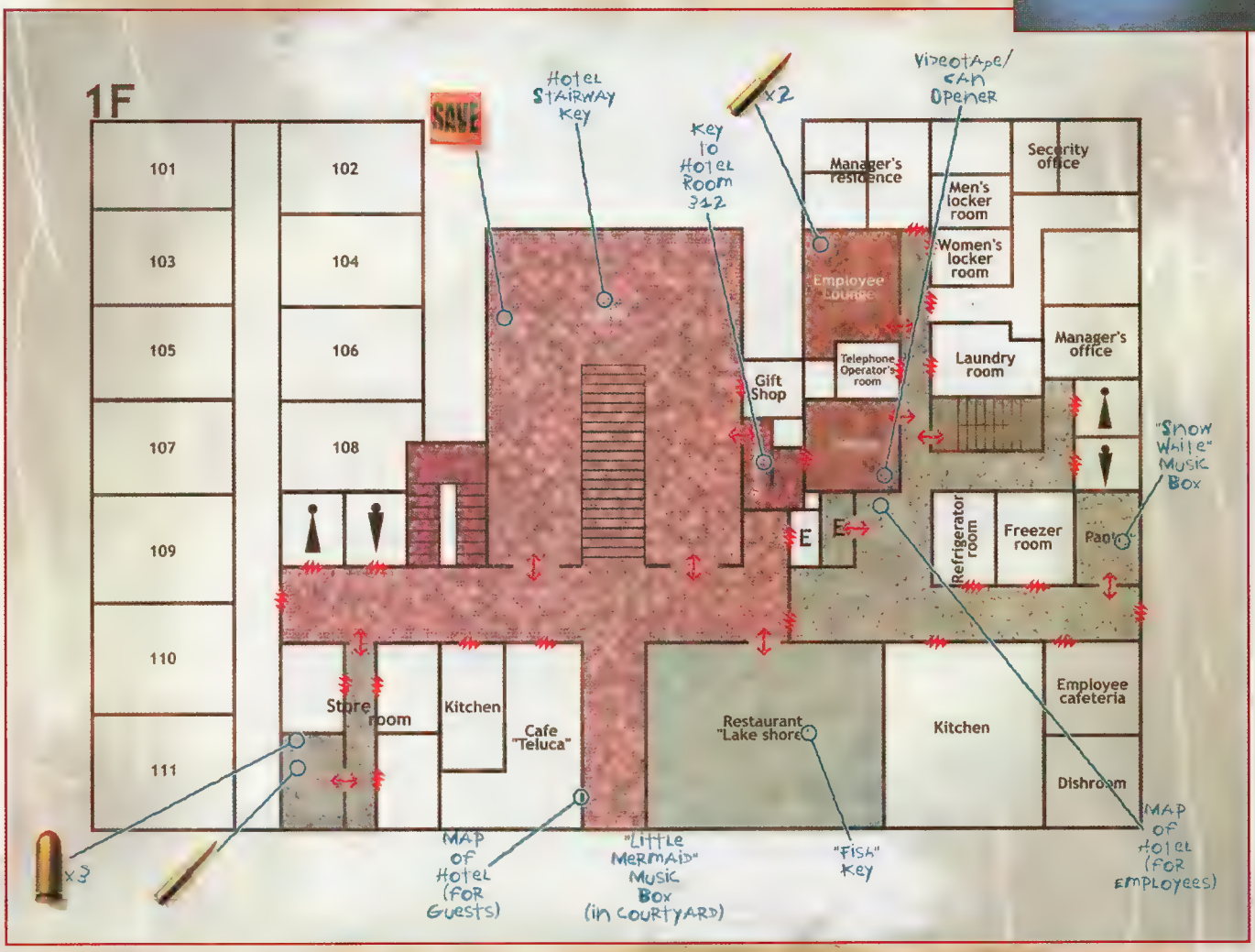
To row straight ahead of the bow, start both sticks in the center and row outward. Simultaneously turn the left stick counterclockwise and the right stick clockwise. To master the subtleties of turning the boat more slowly, row one oar faster than the other without allowing James to stop rowing the slower oar.

Time and speed are of the essence because the boat sequence is factored into the final ranking you receive at the end of the game. So, turn the boat to face the light on the opposite shore and then row for it as fast as you can.

Lake View Hotel



Lake View Hotel level 1F

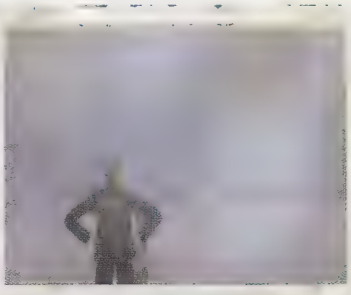


Map Key

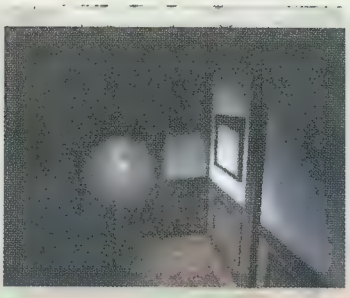
SAVE = Save Point
= First Aid Kit
= Ampoule
= Rifle Shell
= Health Drink
= Handgun Bullets
= Shotgun Shell

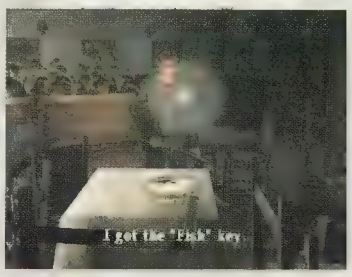
Landing and Getting Settled

By rowing directly toward the light across the lake, James will land at the docks of the massive Lake View Hotel. Equip your Shotgun and keep it ready until the end of the game.



Run up into the courtyard and veer west briefly. James will find the **"Little Mermaid" Music Box** perched on the edge of the fountain. Climb the porch and enter the double doors. Inside the entrance, find the **Map of the Hotel (for guests)** on the directory to the left. Mary and James' favorite room is marked "Waiting for you..."

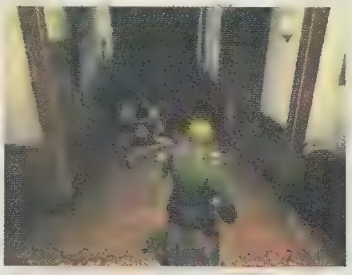




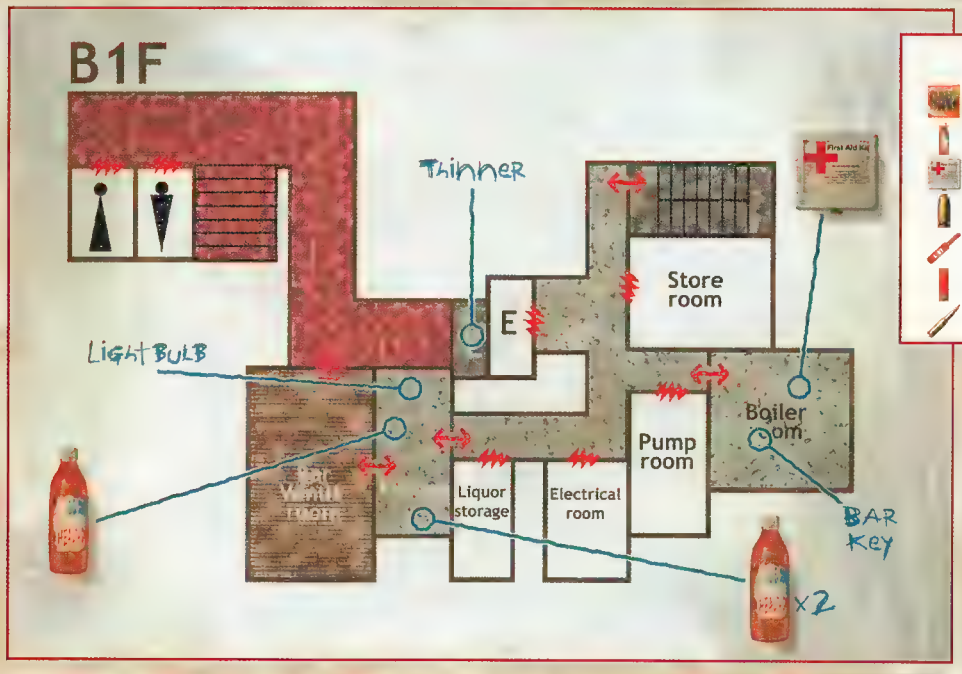
Enter the "Lake Shore" Restaurant and move to investigate the piano. James finally encounters Laura, and the truth about her relationship with Mary is revealed. He receives from her a letter from Mary, titled **Laura's Letter** in your inventory. After the little girl runs off, examine the only table, where a place for one is set. James finds the **"Fish" Key** on the plate—not quite sushi, but it might be helpful.

Remembering the Hotel

After speaking with Laura, exit the restaurant; the corridor will be full of Doormen. These are nothing like the previous boss monster that James encountered, and you can easily stomp on them after two Shotgun blasts. Proceed all the way down the first floor corridor to the west, and go through the last door on the south side. The area behind the door is grayed out on the guest's map. If you can blast your way through the two Mannequins inside, James will find **Handgun Bullets x3** and **Rifle Shells**. Knowing where they keep the toilet paper is also a good thing...



Lake View Hotel level B1F

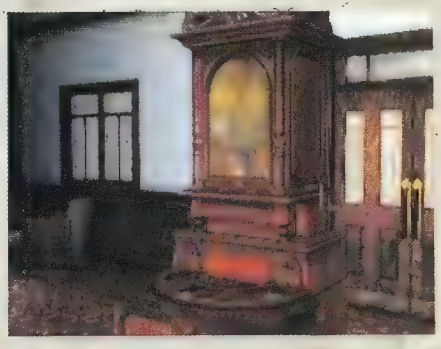


Return to the middle of the corridor and descend the wide steps to level B1F. After you pulverize some more Mannequins outside the "Venus Tears" Bar, search the open elevator car behind them for a can of **Thinner**. Return to the first floor with this item.

Enter either set of double doors into the lobby and check in at the front desk. The management has left a note for James regarding a certain videotape. Go behind the counter and search in the mail slot for the **Key to Room 312**.

DON'T BE FOOLED...

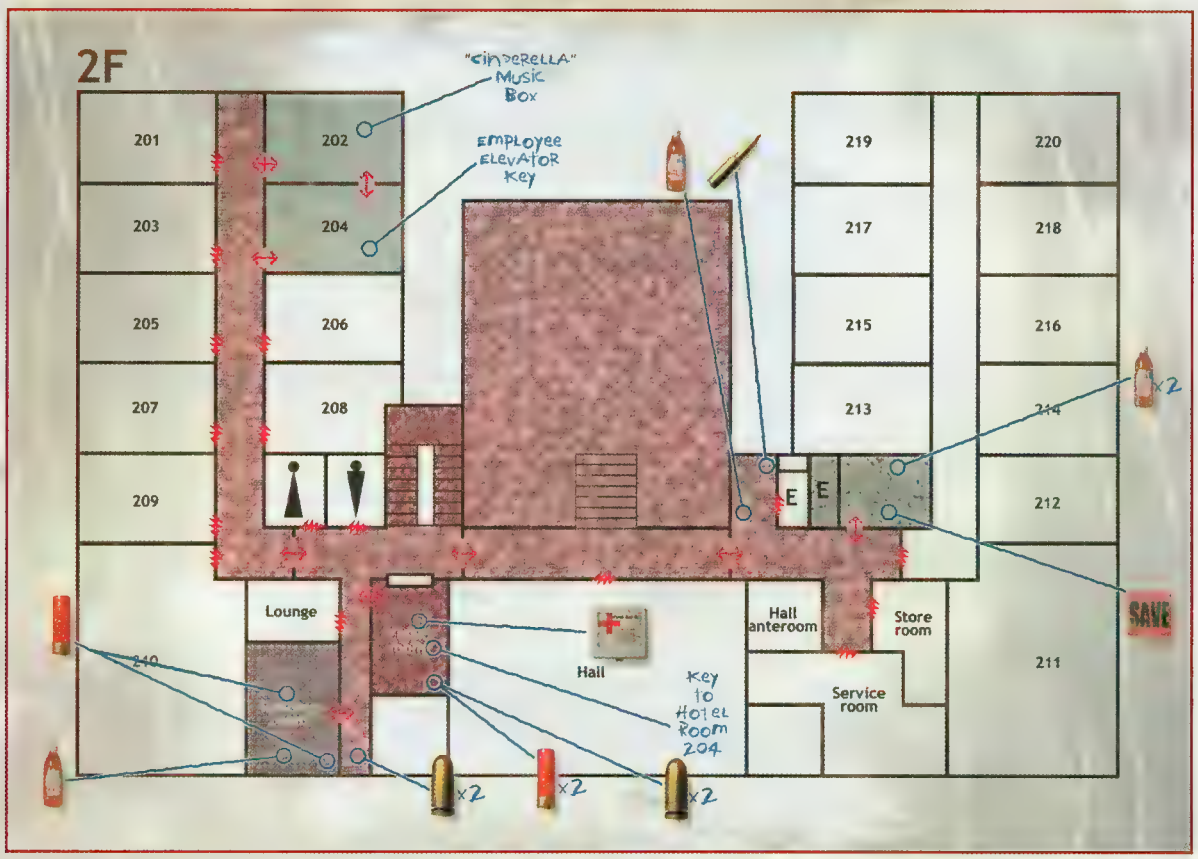
Finding the key was relatively easy, but reaching the room will be difficult.



A massive music box stands in the center of the lobby. The "Little Mermaid" Music Box can be placed here, in the slot for the princess who spoke no words. Two more music boxes seem to be required in order to play the device correctly. There's also a **save point** in the lobby. Once you've saved your game, head up the lobby stairs to 2F and enter the west door first.

Stocking Up on Level 2

Lake View Hotel level 2F



Map Key

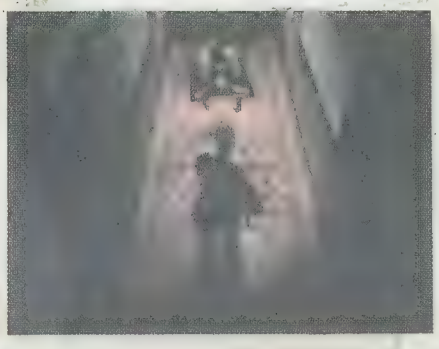
= Save Point | = First Aid Kit | = Ampoule | = Rifle Shell
= Health Drink | = Handgun Bullets | = Shotgun Shell

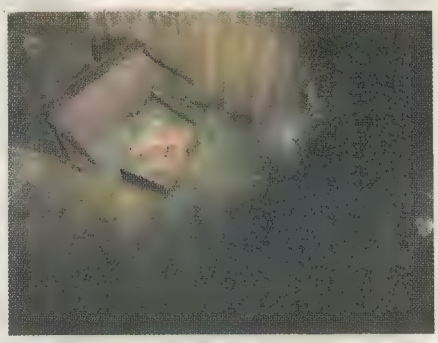
Search the Cloak Room and collect all the items, including a **First Aid Kit**, **Shotgun Shells x2** and **Handgun Bullets x2**. A briefcase is on the back counter. Open the briefcase with the "Fish" Key. The **Key to Hotel Room 204** is inside. But first, we're going to check out the Reading Room.

Handgun Bullets x2 are on the table outside the Reading Room. **Shotgun Shells x2** and a **Health Drink** are inside the room. Nothing else in this quaint library is of interest to James right now.

Investigating Room 204

Follow the map into the corridor outside Room 204, where two Doormen will make reaching your destination a nightmare. Hopefully, both of them won't come at you together; try to blast them both with the Shotgun simultaneously if they do. Unlock room 204 and look on the desk for the **Employee Elevator Key**. There is a hole in the wall that leads over to room 202. A suitcase with a turn lock is inside the second room, and photos are scattered all over the bed.

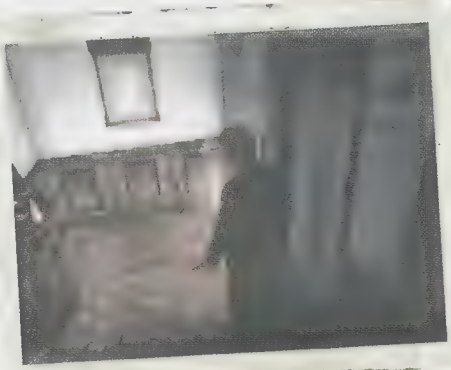


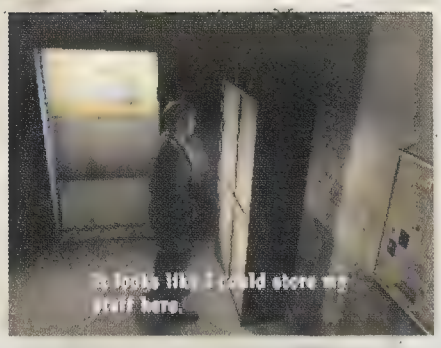


One photo in particular looks like a snapshot of the case, but someone has crossed out the picture with marker. Use the Thinner to remove the ink. The photo reveals the suitcase combination. Move back to the suitcase and enter the four-letter word into the lock by rotating the dials. The word is usually something like "dose," "damn," "down," "hell," "hate," "love," or "kill." The **"Cinderella" Music Box** is inside the funky case.

The Videotape in the Hotel Office

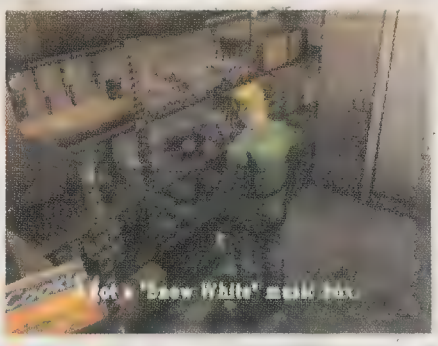
Cross the second floor to the east side now, and pick up the **Health Drink** and **Rifle Shells** outside the inoperative elevator. Further back in the hall is the door to where the Employee Elevator Key is used. **Two Health Drinks** on a cart are inside this small janitorial room, and there is a **save point** on the wall. Try to enter the open elevator, and the alarm will sound. Check the panel to find a note about a weight allowance.





There is a shelf outside the elevator onto which you have to put every single one of your items, including the Flashlight and Radio. It's a scary thought, but you won't need them for a while.

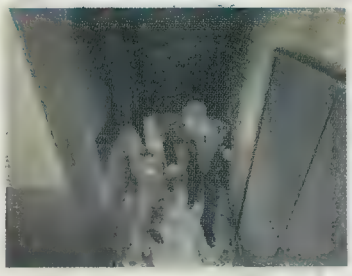
Ride down to first floor and search for the **Map of the Hotel (for employees)** on the corkboard. Now you have a much better idea of the building's layout. First, travel down to the Pantry which has been left on and open. The hard-to-spot **"Snow White" Music Box** is on the shelf inside. Your collection of music boxes is complete; you just have to get back out to the lobby somehow in order to use them. Now enter the office and look in the open safe for your **Videotape** and a **Can Opener**. Only in Silent Hill would a kitchen utensil be a key item!

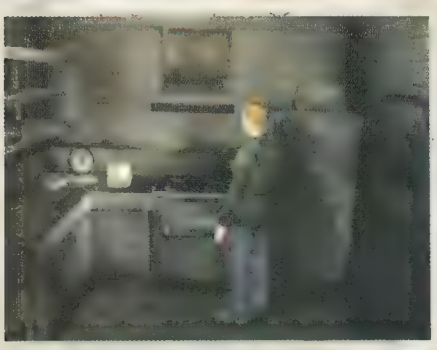


The last room to check here is the Employee Lounge, where someone has left **Rifle Shells x2** on top of the fridge. After you grab them, go through the blue door in front of the Office and head downstairs into the basement. The employee elevator will not work anymore, so James must get back to 2F by taking the long way around.

Reclaiming All Your Stuff

Getting back out to the main lobby means going down through the basement, where two Mannequins will try to beat you up. Since you're weaponless, you should do your best to slip past the first monster and pause in the light to read the map. Quickly check your position and find the Boiler Room, then make a beeline for it. The **Bar Key** is hanging on the boiler valve. A **First Aid Kit** is around the corner of the giant tank.





Check your map again and find the route to the Kitchen. However, another Mannequin wants to duke it out before it lets you pass. Try a sideways strafing move if James just can't seem to fit around it. **Three Health Drinks** are inside the Kitchen, and a strangely large can sits on the counter. Use the Can Opener to pry it open. James will take a **Light Bulb** from inside. If only all cans were full of light bulbs...

In the "Venus Tears" Bar, James cannot see clearly enough to use the Bar Key on the front door. Insert the Light Bulb into this lamp to make things easier on him. Exit the Venus Tears and head back up to 2F through the lobby.

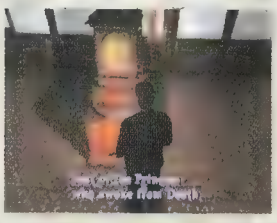
More Mannequins want to box with you outside the Employee Elevator room, but the pansies won't be here when you come back out with all your weapons. Go inside and extract all of James' items from the shelf.

Finally, Your "Special Place"

Return to the hotel lobby and place the three music boxes in their respective positions on the three sides of the big music box. In Normal Riddle mode, read the description plates carefully, and remember that Cinderella fled at midnight, Snow White woke from death, and the Little Mermaid was mute for a time.

HARD RIDDLE MODE

FOR HARD RIDDLE MODE, THE PLACEMENT OF THE BOXES IS DIFFERENT. PLACE THE "LITTLE MERMAID" MUSIC BOX IN THE FRONT, THE "SNOW WHITE" MUSIC BOX ON THE EAST SIDE, AND THE "CINDERELLA" MUSIC BOX ON THE WEST SIDE.

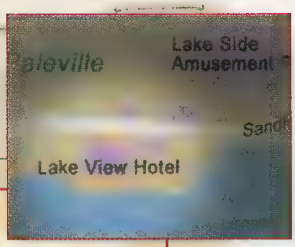


The device will play correctly now, and the music boxes rotate to produce the **Hotel Stairway Key**. Turn and go up to 2F, and from there, use the stairs in front of the Cloak Room to reach the gate on 3F.

Lake View Hotel level 3F

Open the stairway gate on 3F. Cross the corridor and unlock room 312. Someone has conveniently connected a VCR to the television, so pop in the Videotape and see what it plays. At long last, you know the truth you've been wanting to hear. Just as the tape finishes, Laura enters the room. After James speaks to her, a garbled message comes over the Radio. Is Mary really in this hotel after all?

Nightmare Hotel



Nightmare Hotel level 3F

Map Key

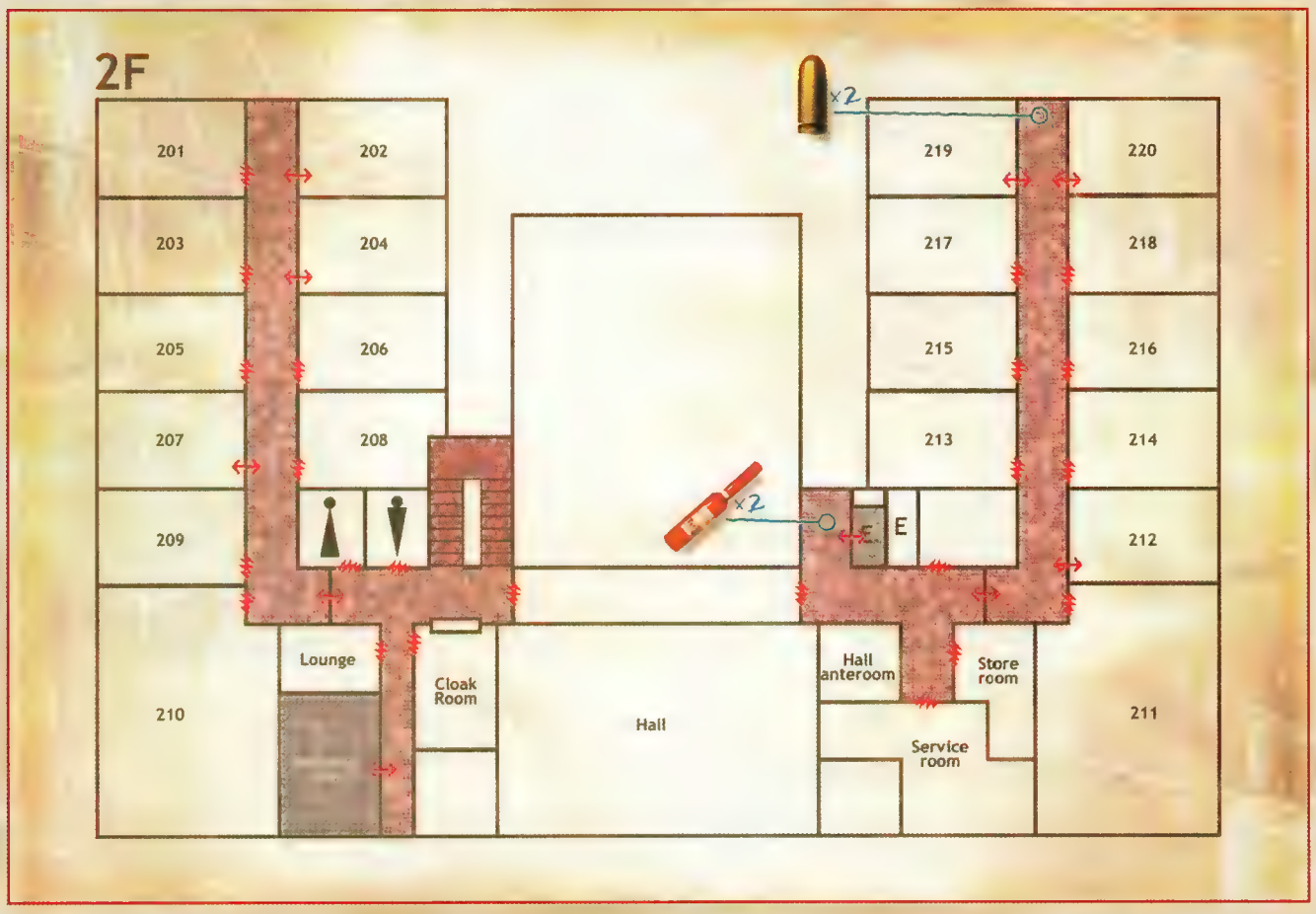
= Save Point | = First Aid Kit | = Ampoule | = Rifle Shell
= Health Drink | = Handgun Bullets | = Shotgun Shell

The Road To Damnation

Stepping out of room 312, things aren't quite the way you left them. At the east end of the corridor, a **save point** is tacked onto the door of room 313.

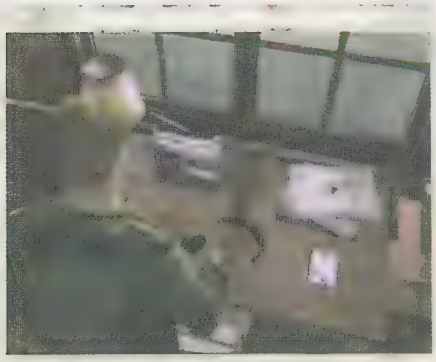
LIGHTS OUT

YOUR FLASHLIGHT WON'T WORK FOR THE REST OF THE GAME, BUT DON'T WORRY TOO MUCH ABOUT IT.



Map Key

= Save Point = First Aid Kit = Ampoule = Rifle Shell
= Health Drink = Handgun Bullets = Shotgun Shell

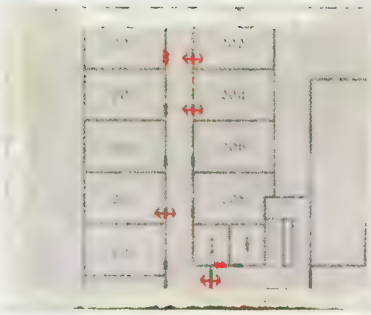


Head down to 2F and see what has become of the Reading Room. A pair of headphones that James can listen to is now on the desk.

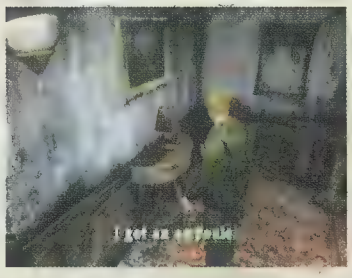
WHICH GAME ENDING?

IF you pick up these headphones and listen to the voices recorded on the tape, you are more likely to reach a certain ending. Please read more in The Book of Secrets to decide what to do.

Enter the west corridor. As the map details to the left show, 207 and 204 are warp doors. If you step into one, you come out the other and vice versa. Room 202 is a warp door that transports you over to Room 219. **Handgun Bullets x2** are at the top of the east second floor hallway. Room 219 warps over to room 220, but stepping through 220 warps you to back to room 207. And room 212 warps back to Room 202. Avoid the hassle and just go from 219 to the hall outside the elevator.

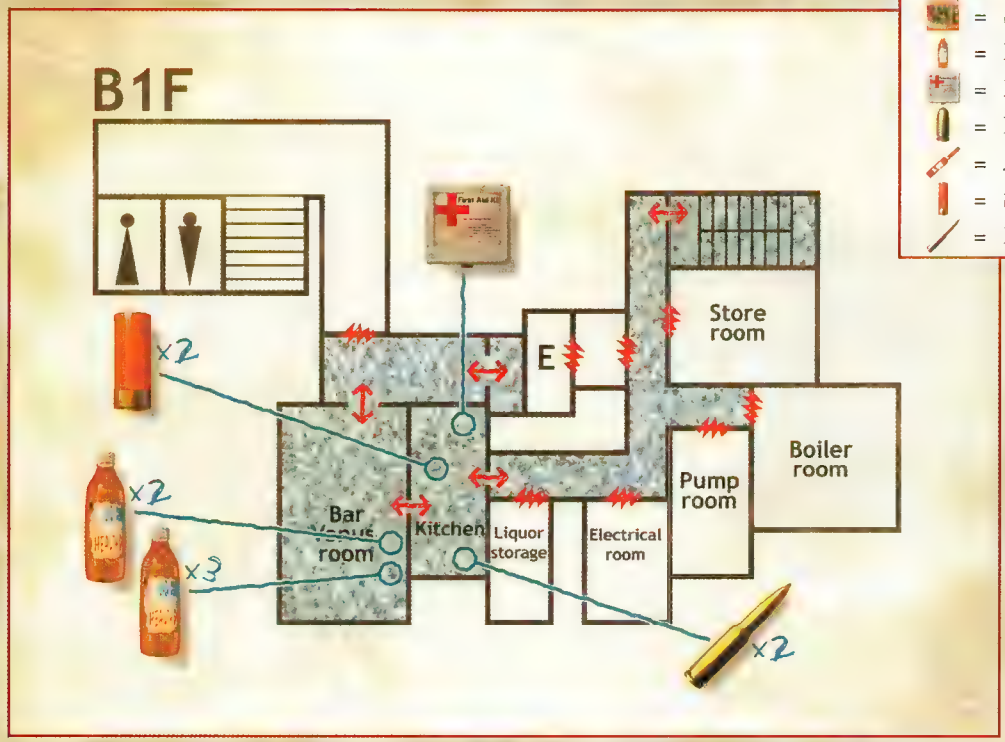


Collect the **2 Ampoules** on the table and board the guest elevator. Ride it down to the basement, which seems to be the only button that works.

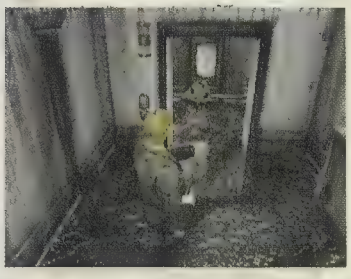


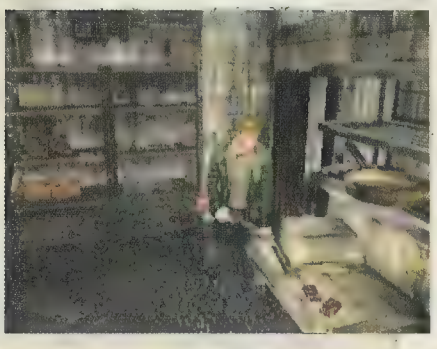
Hell in the Basement

Nightmare Hotel level B1F



Upon opening on B1F, the elevator fills with water from the flooded basement. Be careful of the Patient Demon skittering around under the water, and enter the "Venus Tears" Bar—now this is what I call a wet bar! **Five Health Drinks** are behind the counter on the liquor shelves. Collect them all, since you may require them soon.





In the Kitchen, it's time to stock up on **Shotgun Shells x2**, **Rifle Shells x2** and the **First Aid Kit** by the refrigerator. Continue through the basement to the employee stairs.

Angela confronts James for the final time.

WHICH GAME ENDING?

If you have not examined the knife before now, it affects the ending you are about to see, which is further discussed in The Book of Secrets.

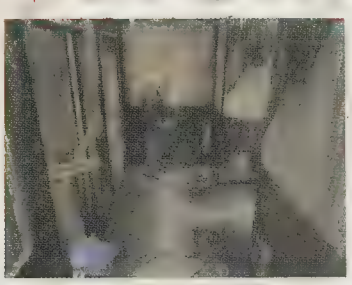
Don't touch the flame, or James will suffer damage. There's no way to go up the burning stairs for now, so turn and go back out the door you came in.

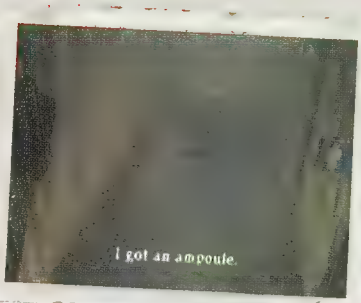
The Center of the Maelstrom

Nightmare Hotel level 1F

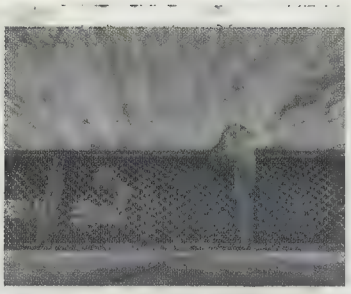
Map Key

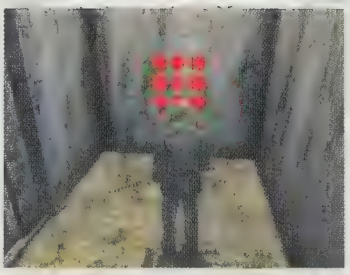
= Save Point | = First Aid Kit | = Ampoule | = Rifle Shell
= Health Drink | = Handgun Bullets | = Shotgun Shell





In some weird way, after leaving Angela's room, James ends up in the employee stairs. Go up to the first floor, where everything has been reduced to a burned-out shell. Did the hotel catch fire while James was reliving the past in room 312? Use the maps to navigate to the restrooms, where you'll find **2 Ampoules** in the back corner of the hall. In the small alcove near the remains of the Manager's Office, don't miss out on the **2 last boxes of Rifle Shells**. Then go to the east exit door marked on the map.





Head through the corridor, running the entire length. Underhangers will chase James all the way to the end, and there are no safe patches to stand on. Through the end door is a set of **nine save points**—it couldn't be more obvious that you need to record your game now more than ever. If your map is right, James is about to reenter the hotel lobby.

SAVE

TIME TO PRAY

It's now time for the final boss fights of the game. Two challenging and brutal battles await, so before you record your last save, make sure that James' health status is at Full and green, and that he is equipped with the fully-loaded Hunting Rifle. Kiss your gun on the barrel and buckle up, because the worst is yet to come.

PYRAMID HEAD DUO

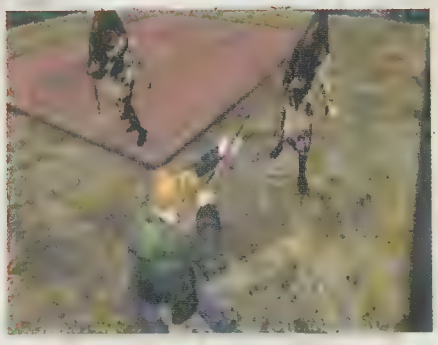
This is almost like a bad joke. What's worse than one Pyramid Head? *Two* of them!

Immediately run to one corner of the room, turn, and press R2 to aim. As you fire, press and hold L2 to swing the camera behind you. In Normal Action mode, you should be able to squeeze off two or three shots before one of them reaches James. When the duo draws near, stop attacking and press R1 or L1 to strafe out of the way. Repeat this strategy over and over until you win, keeping the following things in mind:

Remember that the Pyramid Heads' reach with their spears is quite long, and that James lowers the Hunting Rifle from his ready stance more slowly than with other weapons. This means you can't necessarily escape at the drop of a pin. When one of the monsters gets in attacking range, lower your rifle and hit the appropriate L1 or R1 buttons to strafe out of the way. Keep strafing until you reach the next corner of the room. For the shorter sides of the rectangular room, you will be able to stop and fire off only one or two shots before the Pyramid Heads catch up to you again. It's better to shoot once and get away clean than to risk two shots and receive a stabbing.

Strafe away at the right moment, and Pyramid Head will just miss you.

The Pyramid Heads, slow and trundling though they may be, have a strategy of their own. If James keeps strafing in one direction, then one will approach him directly as the other fans out to the side in an attempt to block James' escape route. If they are successful, they can back you into a corner with repeated skewering, and you may not be able to get free. So, strafe from corner to corner, but don't get too far into the corner.



James is about to become boxed in by the monster on the side if he doesn't strafe out of there right now!

The Pyramid Heads have a kind of combined invisible health meter, so it doesn't matter which one you shoot. After you've plugged either one of them with roughly 10 to 12 shots in Normal mode, the two will turn and begin staggering quickly toward the center of the room. At this point, do not fire again and do not follow them, or they will retaliate and quite possibly kill James. When they reach the center, both of the strange monsters impale themselves on their own spears.

Hard Mode: In Hard mode, the Pyramid Heads move much faster. Try to fire no more than one shot from each corner, then strafe to the next. Because of their increased strength, this could take quite a while. If you have 70 or more Rifle Shells, then you should be all set for this battle and the next.

The Recipe for Eggs Pyramid Head

After the battle, James can't access the rest of the hotel from the lobby. However, he can step outside the main doors to the hotel and use the save point. As much as the idea may creep you out, search the two Pyramid Head corpses for the Rust-Colored Egg and the Scarlet Egg. These two eggs must be inserted into the oval slots on the two south doors. It doesn't matter which egg goes into which door, but they both must be used before either door will open.

VOICES FROM THE PAST

As James continues down the long corridor past the Pyramid Head Duo, a conversation from the past might begin to play. If you stop in the corridor and listen to the entire conversation, it affects which ending of the game you will achieve. Please read more in The Book of Secrets for further details.

FINAL BOSS

To prevent spoiling the story, we will merely direct you to the final area and tell you how to defeat the last monster, without divulging too much or showing any pictures.

Leaving through either door of the lobby, head south and exit the lakeside entrance. Instead of the docks, James finds a long stretch of corridor filled with bad memories. Either wait until the conversation is finished (see the Tip that precedes this boss strategy), or keep running to the far end and go through the final door. In the last chamber, which is not on any map, ascend the spiraling set of iron stairs all the way to the top. The stairs will drop away, leaving a gaping hole in the floor. Walk across the area to the figure that's either standing at the window or seated on the bed. The beginning portion of one of four endings will start to play, meaning that the dialogue here will be different for each ending. After the scene, the fight will commence.

The final boss hovers nearby, above the ground when the fight starts, so strafe away. Avoid running; strafing allows you to circle around the edges of the square area by holding L1 or R1 and occasionally tapping left or right on the D-pad. Your two main ground obstacles are the bed and the hole left in the floor by the fallen stairway. Keep an eye on the floor as you move, and try not to let James get momentarily stuck in either area.

The final boss has two forms of attack. It will emit a screeching cloud of black moths that will swarm about James and hold him in place. Wiggle the movement controls and the shoulder buttons to escape more quickly. Not only will the moths drain life from James if you allow them to swarm him for too long, but the final boss will be able to draw in closer. The moths have a certain timing, so if you can strafe or run away from them long enough, they will dissipate. Strafing away from the moths seems to work better because James can circle the area without stopping to turn.

Once the moths are gone, aim at the boss and start shooting. Then press L2 to bring the camera behind James so you can see what you're doing. You will fire off only one or two shots in Normal Action mode before the final boss will emit another cloud of moths or attempt its other type of attack.

The other attack is quite a bit nastier, and it's really one you should avoid. The final boss always attempts to move in closer to James so that it can snatch him with its long black tail and choke the life out of him as it screams in his face. The tail's range is extremely long, and the attack's speed will take you by surprise. Wiggle the movement and shoulder buttons to get out of this as quickly as possible, and use a health item afterward. The idea is to stay as far away from the final boss as possible, relying on the long range of the Hunting Rifle to get the job done.

When the battle is over, the evil creature screams and falls to the ground, begging for a quick death. All that is left to do is fire one more executioner's shot to finish the game.

Hard Mode: At this difficulty, the final boss swirls directly over James' head the entire time, and there's hardly any getting away from it! Tail attacks and moth swarms occur so frequently that you can hardly do anything but run. Just relax, and focus more on escaping. Look for those brief pauses when you can fire one perfectly-aimed shot before you have to strafe away again. If you've used a lot of health items and have less than 40 Rifle Shells after the Pyramid Head Duo, seriously consider resetting your console and trying the last battle over again.

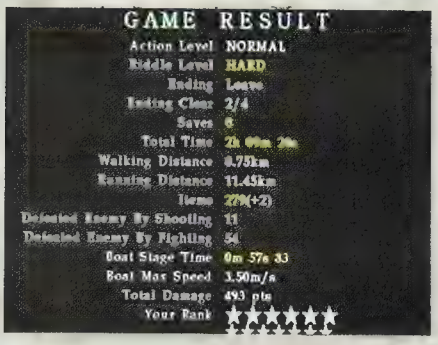
THE END?

That's it for this grim morality tale. Some mysteries have been solved, and others may never be explained. But there are three more endings to get, aside from the one you've just witnessed, and two of them are available only in a replay game. So, please open The Book of Secrets to learn what more awaits you in your further adventures through Silent Hill.

THE BOOK OF SECRETS

Entered in this volume are the secrets that might be uncovered by braving the terrors of the underworld. Herein also lie the natures of destiny, with knowledge on how each end might come.

Ranking



Once you finish a game of Silent Hill 2, a Ranking screen appears after the credits have rolled, except in Beginner Action Level. Beginner Action Level games do not receive a ranking. In other Action Levels, your game is ranked according to *everything* that appears on the ranking screen, including the difficulty levels you selected. Excellent scores are highlighted in gold letters.

The math involved in calculating the number of stars awarded is really too complex to divulge. However, here are some tips on how to receive the most excellent score possible:

- Play Hard Action mode
- Play Extra Riddle mode (another secret, described on the next page)
- Clear all five endings
- Save your game two times or less
- Finish the game in three hours or less
- Collect at least 100 regular items
- Collect the Chainsaw, Hyper Spray and Dog Key
- Kill at least 45 enemies by shooting
- Kill at least 45 enemies by melee fighting
- Finish the boat stage in less than 60 seconds
- Sustain 200 points of damage or less

As you can see, quite a task awaits those who want bragging rights!

You can save game results to the memory card if enough space remains. To view game results, use the Load command on the Start Menu.

Extra Riddle Mode

An unimaginable fourth level of difficulty awaits those who can complete Easy, Normal and Hard Riddle modes. After you solve all three levels, play Hard mode again. The riddles and many of the notes will be different, and puzzles such as the "three-coin puzzle" and "freeing the innocent man" will have completely different solutions. Because this mode is a secret, we have not included the answers in this guide. These riddles are strictly for those with advanced analytical skills—have fun!

Endings

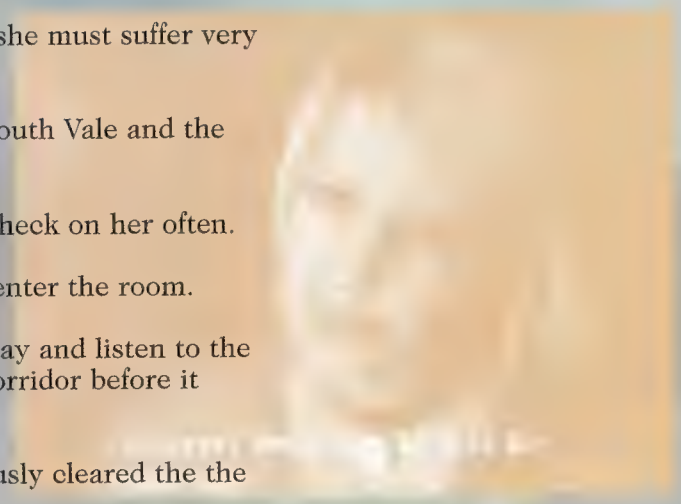
As indicated by the Game Result screen, there are four regular endings to Silent Hill 2. There is also a fifth hidden ending that doesn't appear as part of the ranking screen. One of these endings can be seen only at the end of a Replay game, so it is important to play Silent Hill 2 more than once.

The ending that you achieve is determined by the way that James "behaves" throughout the game. Thus, the player is an actor that takes the stage in this bizarre psychodrama, and is critiqued accordingly and awarded an appropriate ending based on all the factors involved. Performing in a fashion that suits one ending more than the other is the key to opening a particular ending. If you desire to *avoid* a certain ending, you must do things contrary to that ending's criteria in order to prevent it from occurring.

"Maria" Ending

This is the ending you are most likely to see first. Achieving this ending, or avoiding this ending for that matter, involves the most factors of all the possible endings. To achieve the other game endings, the player must behave contrary to the factors of the "Maria" Ending (see below). You are *more* likely to finish with the "Maria" Ending by behaving in the following manners:

- Immediately go where Maria tells you to go. Do not go in the opposite direction or make her tell you twice.
- During instances where Maria accompanies James, she must suffer very little damage from weapons or enemies.
- James must spend a long time with Maria in West South Vale and the Hospital before he leaves her in room S3.
- After leaving Maria in Hospital room S3, return to check on her often.
- After leaving Maria's cell in the Labyrinth, try to reenter the room.
- In the last long corridor before Final Boss, *do not* stay and listen to the audio memory of Mary in the sick bed. Leave the corridor before it finishes.
- This ending is more likely to occur if you've previously cleared the the "In Water" Ending, but not the "Maria" Ending.
- This ending is more likely to occur if you've previously cleared the the "Rebirth" Ending, but not the "Maria" Ending.



Conversely, the following actions are good to take if you are attempting to *avoid* the "Maria" Ending:

- Hit Maria with the Wooden Plank a few times, but don't kill her.
- In the Inventory Menu, use the Examine command on the Picture of Mary and the Letter from Mary items.
- After meeting Maria at Rosewater Park, run to room S3 of the Hospital as fast as possible. Search for other ways to spend as little time as possible with Maria.

"In Water" Ending

This ending is less likely to be the first you see, unless you play the game in careless and self-destructive ways. A list of factors that will positively influence the achievement of the "In Water" Ending is below. Furthermore, you should also do things to discourage the "Maria" Ending:

- In the Inventory Menu, use the Examine command on the Knife that Angela gives to James.
- Read the diary on the Hospital Rooftop.
- Listen to the recorded conversation on the headphones in the Reading Room of the "Nightmare" Hotel.
- Listen to the entire conversation of Mary in the sick bed, in the last long corridor before the Final Boss.
- Even though you are seriously damaged and James' heart is palpitating, do not use recovery items right away. Travel through several rooms in bad status, and do this several times in the game.
- This ending is more likely to open if you've previously cleared the "Rebirth" Ending, but not the "In Water" Ending.
- This ending is more likely to open if you've previously cleared the the "Maria" Ending, but not the "In Water" Ending.

If you don't hear the sick bed conversation in the last corridor, you have already done enough to guarantee the "In Water" Ending will occur.

"Rebirth" Ending

Replay the game and pick up four new items that are now available for the first time. These items and their locations are further described later in this chapter. They are White Chrism, Lost Memories, Obsidian Goblet, and The Crimson Ceremony. Only by having these four items in your inventory at the end of the game will you witness the "Rebirth" Ending.

"Leave" Ending

This is the hardest ending to achieve; it imposes strict guidelines that go against the natural order of the game. However, it is sincerely the best of all these good endings. You must actively know how to avoid the "Maria" Ending, and it helps a lot if you have not yet cleared the "Rebirth" Ending. The factors that you should actively pursue in order to achieve the "Leave" Ending are listed below:

- Recover your stamina as soon as it drops. Try to maintain green stamina throughout the game. Avoid as many melee fights as possible, and try not to get hit.
- After first meeting Maria in the park, do not head east and do not make Maria remind James which direction the Hotel lies.
- In the last long corridor on the way to the Final Boss, listen to the entire sick bed conversation until it is completely finished.
- Do everything that is recommended to avoid the "Maria" Ending.
- This ending is more likely to open if you've previously cleared the "Maria" Ending, but not the "Rebirth" Ending.
- This ending is more likely to open if you've previously cleared the "In Water" Ending, but not the "Rebirth" Ending

DOG Ending

After you've endured all the darkness and despair of Silent Hill, we have just what you need! A secret fifth ending exists in the game. This is something of an inside joke, and it's quite strange and humorous to watch. After getting a "Rebirth" Ending or all three of the other endings, you can find the Dog Key item in the doghouse that appears in the vacant lot just west of Jack's Inn on Nathan Avenue. It's good to know that the tradition of finding keys in doghouses is still alive in Silent Hill!

You must either clear all three of the "Leave," "Maria," and "In Water" Endings, or you must clear the "Rebirth" Ending before the Dog Key becomes available. Near the end of the game, use the Dog Key to enter the Observation Room on level 3F of the "Nightmare" Hotel (after James has played the Videotape). Be sure to save your game first so that you can take up where you left off and get another ending if you want.

Clue of Bonus Endings

In a replay game, a clue about the endings appears in Wood Side Apartment room 205. You'll find it beside the sewing machine near where James obtains the Flashlight. The note is titled "Searching for Another Conclusion," and the attached article directly relates to an ending you haven't seen. If you have seen the "Leave" ending, the article will be about the "In Water" ending. If you have seen the "Maria" ending, the clue will be about the "Leave" Ending. If you have seen two endings, then the clue will be about the ending you haven't seen. The exception is that there are no clues about the "Rebirth" Ending.

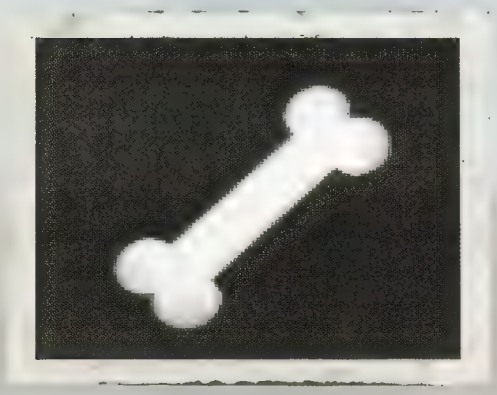
Secret Items

Several new items and weapons become available in a replay game, based on your actions and choices in your first game. Those items and their locations are described here. For better descriptions of the secret weapons, please turn to The Book of Fortification chapter of this guide.

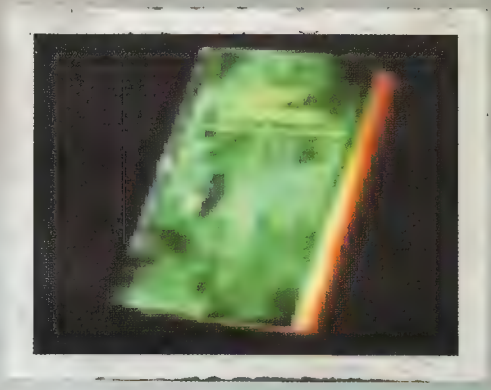
Chainsaw: As James runs down the hiking trail toward Silent Hill once again, a sound emerges from the mist surrounding Silent Hill Ranch. As he draws closer, he can see that a stack of logs has mysteriously appeared across the trail from the ranch, and a Chainsaw has been left running in the logs! This secret weapon adds a whole new level of fun and gore to a replay game. Read more about the Chainsaw in The Book of Fortification.

Hyper Spray: This item appears in the motorhome parked on the south side of Saul street, across from the blocked-off Harris Street. It will appear only after you have seen an ending more than twice. The color of the spray and the effect differs according to the ranking you achieved when the game was cleared. If you do well, the spray will be white and it will temporarily immobilize Patients, Mannequins and Nurses. Achieve a ranking just short of perfect, and the spray color changes to yellow. The yellow spray will also immobilize Doormen, the Doorman Boss, and even Eddie during the first part of that boss fight. However, if you achieve a really poor ranking in a replay game, the spray will be purple and it will immobilize all of the above enemies, plus Pyramid Head and Eddie during the second round of that boss fight. The spray will automatically kill a Roach. If you achieve a perfect ranking, the spray will be green and it will kill any monster instantly! Another nice effect of this weapon is that if you spray the yellow or purple spray at more than one Mannequin, they will start to fight each other.

White Chrism: This interesting vial of milky oil appears on the kitchen counter in Blue Creek Apartment room 105, the same room where you solve the three-coin puzzle.



Dog Key: This bone-shaped key is found in a dog house that appears only in a replay game after you've seen the "Rebirth" Ending or all three of the other endings. The doghouse appears in the space just west of Jack's Inn on Nathan Avenue.



Book, Lost Memories: You can find this volume in the newly opened newspaper stand outside the Texxon Gas Station at the corner of Nathan Avenue and Carroll Street.

Obsidian Goblet: You can find this wicked chalice inside the Silent Hill Historical Society museum, sitting in the smashed display case.

Book, Crimson Ceremony: This is a terrifying tome of power written in the Voice of One who was forgotten long ago, but whom still retains the powers of Darkness. It explains exactly how the White Chrism and Obsidian Goblet are used.

Secret Options

As explained in The Book of Foresight, you can bring up a Hidden Options Menu whenever you are in the regular Options Menu by pressing L1 and R1 simultaneously. After you clear your first game, two new options will be added to this list.

The first new option allows you to modify the number of bullets you receive each time you pick up ammo. You can receive double or triple the amount. So, to beat all the difficulty levels more easily, all you have to do is clear the Beginner Action difficulty and then triple the amount of ammunition to have a much easier time in Normal and Hard Action modes!

The second option allows you to remove the analog noise screen, so that the game picture is less fuzzy. Those of you who favor high-resolution graphics over the "scratchy film" look of the game should appreciate this.

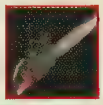
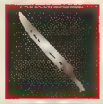
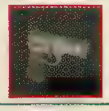
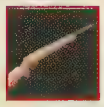
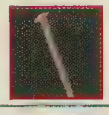
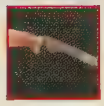
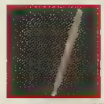
Removing Scratches and Blurs

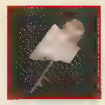
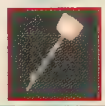
Several of the engravings on monuments in the game are partially illegible, as well as some documents. The blue boxes that block portions of certain texts will be removed once you have achieved all five endings of the game and recorded them on the memory card. This is interesting for series buffs who want to know more about Silent Hill's murky past.

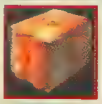
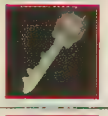
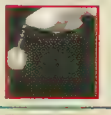
Street Names

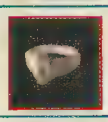
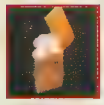
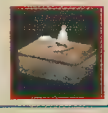
Many of the streets are named after famous authors, such as Lewis Carroll, Lindsey Davis, Thomas Harris, Ruth Rendell, John Sandford, David Wiltse, and Andrew Vachss. Davis, Sandford and Wiltse are all mystery writers. Rendell and Harris wrote notable horror novels, and Lewis Carroll is famous for the *Alice in Wonderland* stories. Andrew Vachss is famous for writing books that deal with the subject of child molestation. Is it possible that the works of these famous authors have influenced the dark minds behind Silent Hill?

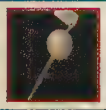
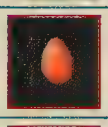
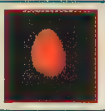
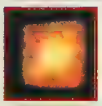
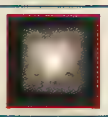
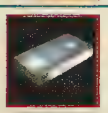
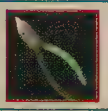
THE SCROLL OF KEYS

Weapon Name		Location	Notes
Chainsaw		Available only in a replay game. Directly across from Silent Hill Ranch along the path through the woods at the beginning of the game.	Difficult to master. Slow attack speed; plan your assault ahead of time. Use Hyper Spray first if possible.
Great Knife		Pyramid Head's lair within the Labyrinth.	Will kill almost anything with one hit except in Hard mode. Impedes movement. Very slow attack speed.
Handgun		In the shopping cart in room 301 of the Wood Side Apartment Building.	Holds 10 shots in each clip. Merely moderate stopping power. Conserve ammo by kicking enemies once they fall down.
Hunting Rifle		In the weapons lock-up just behind the front office in Toluca Prison.	Highest stopping power of all firearms, even at very long range. Holds 4 shots. Ammo is scarce. Long recovery time, awkward to handle. Affords extremely precise aiming. Recommended for final boss fights.
Hyper Spray		Available only in a replay game after completing Normal or Hard Action level. Motorhome on the south side of the intersection of Saul Street and Harris.	Immobilizes one or multiple enemies for a brief period of time. Also harmful to James. Medium range melee weapon. Must be shaken up after a continual spray of 20 seconds or 3 individual blasts.
Wooden Plank		Construction site at the north end of Vachss Road.	First weapon James acquires. Good only at extremely close range. Try to attack enemies from behind.
Shotgun		Women's Locker Room, level 2F of Brookhaven Hospital.	Holds 6 shots. High stopping power. Short range for a firearm. Slow attack; clumsy to handle and recoil causes long recovery time. Can hit multiple enemies with one shot. Conserve ammo for big fights.
Steel Pipe		Texxon Gas station at the northeast corner of Nathan and Carroll.	Has greater range and swings more quickly than the Wooden Plank. Try to attack enemies from behind.

Item Name		Location	Purpose
Apartment Gate Key		Near corpse, North end of Martin Street.	Unlock front gate of Wood Side Apartments.
Apartment Stairway Key		On bed in apt. 208, Blue Creek Apts.	Unlock 2F stairway at North end of Blue Creek Apts.
Bar Key		Hanging on boiler in Boiler Room, Lake View Hotel B1F	Unlocks front door of "Venus Tears" Bar, Lake View Hotel B1F level
Basement Storeroom Key		"Nightmare" Hospital, Room M6	Unlock "Nightmare" Hospital B1F Storeroom
Bent Needle		Stuck in teddy bear in Women's Locker Room, Brookhaven Hospital 2F	One of two items needed to remove key from 3F Shower Room drain

Item Name		Location	Purpose
Can Opener		Lake View Hotel Office safe	Open can sitting on counter in Kitchen, Lake View Hotel B1F
Canned Juice		Outside apt. 107, Wood Side Apts.	Knocks garbage out of chute on 2F, Wood Side Apts.
Clock Key		Wood Side apt. 202	Unlock clock face in apt. 208
Coin [Old Man]		Knock garbage out of chute on Wood Side Apts. 2F, find outside in incinerator	Solve 3-coin puzzle in apt. 105, Blue Creek Apts.
Coin [Snake]		Baby carriage inside Wood Side Apts. courtyard pool	Solve 3-coin puzzle in apt. 105, Blue Creek Apts.
Coin [Prisoner]		Nightstand in apt. 109, Blue Creek Apts.	Solve 3-coin puzzle in apt. 105, Blue Creek Apts.
Copper Ring		"Nightmare" Hospital, B1F Storeroom	One of two rings needed to unlock 3F north stairwell door
Courtyard Key		Wood Side apt. 307	Unlock first floor door to Wood Side courtyard
Drycell Battery		"Nightmare" Hospital, room M6	Replace battery in Flashlight when the old one dies
Elevator Key		Brookhaven Hospital 3F Shower Room drain	Unlocks cover over north elevator call button on 3F
Employee Elevator Key		Desk in hotel room 204	Unlocks door to room with employee elevator, east side of Lake View Hotel 2F
Examination Room Key		Pocket of bloody lab coat, Men's Locker room, Brookhaven Hospital 2F	Unlocks 1F Examination Room in Hospital
Fire Escape Key		East side of bars in 3F Corridor, Wood Side Apts.	Unlock door at west end of 2F, Wood Side Apts.
"Fish" Key		Lake Shore Restaurant inside the Lake View Hotel	Unlocks briefcase in hotel 2F Cloak Room
Flashlight		Wood Side apt. 205	See in dark areas
Horseshoe		Solve the scaffold puzzle in the Toluca Prison yard, suddenly appears on exit door handle	One of three items needed to create handle for floor hatch

Item Name		Location	Purpose
Hospital Lobby Key		"Nightmare" Hospital 1F, Director's Room	Unlocks the "Nightmare" Hospital lobby doors
Hotel Stairway Key		Lake View Hotel, large music box in the lobby	Unlocks the gate at the top of the corridor stairs inside the Hotel
Key of the Persecuted		Release the body of the wrongfully hanged man in the Labyrinth	Unlocks handcuffs locking the valve in place that raises the bars in the Labyrinth
Key to 312 Hotel Room		In mail slot behind Reception Desk,	Unlocks hotel room 312, Lake View Hotel
Key to Room 202		Wood Side apt. 208	Unlock apt. 202, Wood Side Apts.
Key to 204 Hotel Room		Unlock briefcase in Lake View Hotel Cloak Room, 2F	Unlocks hotel room 204
Knife		Taken from Angela in apt. 109, Blue Creek Apts.	Examining it can influence the outcome of the game
"Lapis Eye" Key		Room M2, Brookhaven Hospital 2F	One of two keys needed to solve "Louise" puzzle
Laura's Letter		Lake Shore Restaurant, Lake View Hotel	New clues in the puzzle of Mary's death...
Lead Ring		Refrigerator, "Nightmare" Hospital, 2F Dayroom	One of two rings needed to unlock 3F north stairwell door
Letter from Mary		James' personal keepsake of his deceased wife	Examining it can influence the outcome of the game
Light Bulb		Open can on counter in Kitchen, Lake View Hotel B1F	Screw into lamp on counter across from exit inside "Venus Tears" Bar
Lighter		Visitors Room in Toluca Prison, civilian side	One of three items needed to create handle for floor hatch
Lyne House Key		Solve 3-coin Puzzle in apt. 105, Blue Creek Apts.	Unlock apt. 209 in Blue Creek Apts.
Music Box, "Cinderella"		Lake View Hotel room 202, locked suitcase in Lake View Hotel lobby	One of three music boxes needed to play large music box in Hotel lobby
Music Box, "Little Mermaid"		Edge of fountain in courtyard behind Lake View Hotel	One of three music boxes needed to play large music box in Hotel lobby
Music Box, "Snow White"		Lake View Hotel 1F Pantry	One of three music boxes needed to play large music box in Lake View Hotel lobby

Item Name		Location	Purpose
Old Bronze Key		Tin box buried behind "praying woman" statue	Unlocks Silent Hill Historical Society museum in Rosewater Park
Photo of Mary		Belongs to James	Examining it can influence the outcome of the game
Piece of Hair		Inside the quadruple-locked box known as "Louise"	One of two items needed to remove key from 3F Shower Room drain
"Purple Bull" Key		Document Room, Brookhaven Hospital 1F	One of two keys needed for "Louise" puzzle
Radio		Construction site, north end of Vachss Road	Makes static noise when enemies are nearby
Roof Key		Nightstand in Room S3, Brookhaven Hospital 3F	Unlocks north stair door to Hospital roof
Rust-Colored Egg		Check Pyramid Head after battle in "Nightmare" Hotel Lobby	Insert into oblong hole in either one of the two south exit doors
Scarlet Egg		Check Pyramid Head after battle in "Nightmare" Hotel Lobby	Insert into oblong hole in either one of the two south exit doors
Spiral-Writing Key		Trap room in unknown area beneath Silent Hill Historical Society	Unlock "floor gate" in downward corridor outside trap room
Tablet of "Gluttonous Pig"		Toluca Prison Cafeteria	One of three tablets required to solve scaffold puzzle in Toluca Prison yard
Tablet of "The Oppressor"		7th cell of top prison row, Toluca Prison	One of three tablets required to solve scaffold puzzle in Toluca Prison Yard
Tablet of "The Seductress"		Last shower room in Toluca Prison	One of three tablets required to solve scaffold puzzle in Toluca Prison yard
Thinner		Lake View Hotel B1F, on floor in open elevator	Remove marker ink from photo in room 202
Videotape		Lake View Hotel Office safe	Insert into VCR in room 312
Wax Doll		9th cell of bottom prison row, Toluca Prison	One of three items needed to create handle for floor hatch
Wire Cutter		In room with rotating face cube, after speaking to Maria in cell	Cut wires across doorway near entrance of Labyrinth
Wrench		House porch beside Gonzales Mexican Restaurant on Lindsey St.	Unlock bolts on box buried behind "praying woman" statue in Rosewater Park

Acknowledgments

BradyGAMES would like to offer sincere thanks to the entire Konami team. Special thanks to Akihiro Imamura and the KCEJ Team for producing a Silent Hill sequel that is every bit as haunting and engrossing as the original. Many thanks to Tim Vogt, Jason Enos, Ken Ogasawara, Wilson Cheng, Monique Catley, and Rick Naylor for their gracious assistance and expert game knowledge—this guide would not have been possible without you.

The author wishes to acknowledge the contributions of the team that helped create this totally comprehensive guide in such a short period of time. Thanks to David Waybright and H. Leigh Davis for doing whatever it took to obtain this great license; to Tim Cox for his expert advice and for lending his strength when the going got rough; special thanks to Tim Fitzpatrick for learning quickly how to put up with me—I can be a perfectionist pain in the neck, and I'm darned proud of it! But the person who probably deserves the most credit for this guide is Ken Ogasawara of Konami. He showed me the endings I was missing and helped me complete the criminally difficult Hard Riddle Level. Thank you very sincerely, Mr. Ogasawara. Lastly, and most importantly, thanks to my wife Laura for taking really great screenshots of a difficult game to photograph, and for patiently waiting and offering advice as I obsessively tried to use the Dog Key at every door in town. If she were waiting in Silent Hill, I'd be there in a heartbeat, and the demons wouldn't faze me a bit.

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Dan Birlew lives in Las Vegas, Nevada despite the fact that he really hates gambling. He has authored numerous BradyGames strategy guides, including the Zone of the Enders Official Strategy Guide. His wife of eight years, Laura, acts as his assistant and screenshot capture technician, and she is also an expert gamer.

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SILENT HILL® 2

OFFICIAL STRATEGY GUIDE

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